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Advanced Dungeons & Dragons

DRAGONLANCE®

Official Game Adventure

World of Krynn



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Advanced Dungeons & Dragons®

DRAGONLANCE®

OFFICIAL GAME ADVENTURE

World of Krynn

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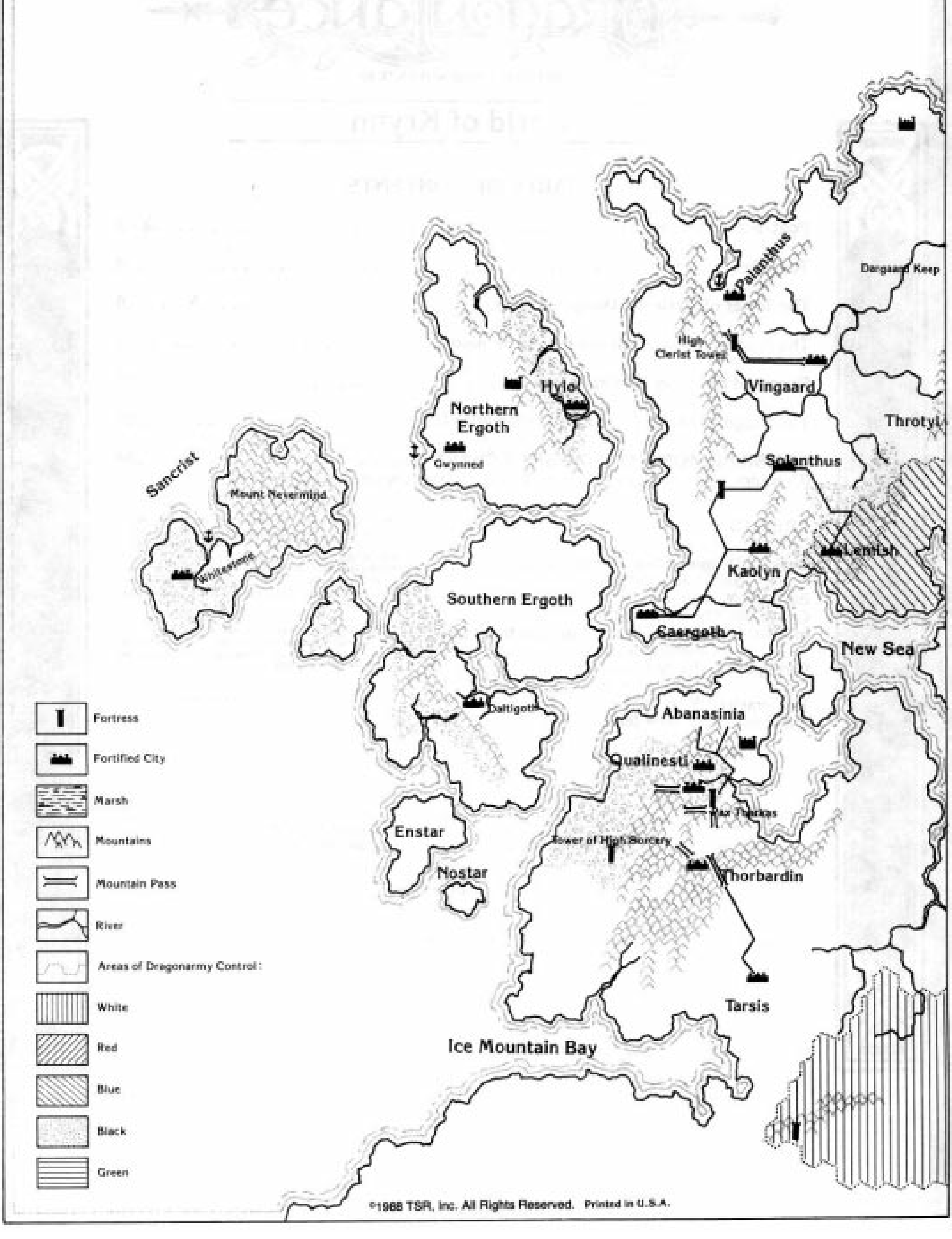
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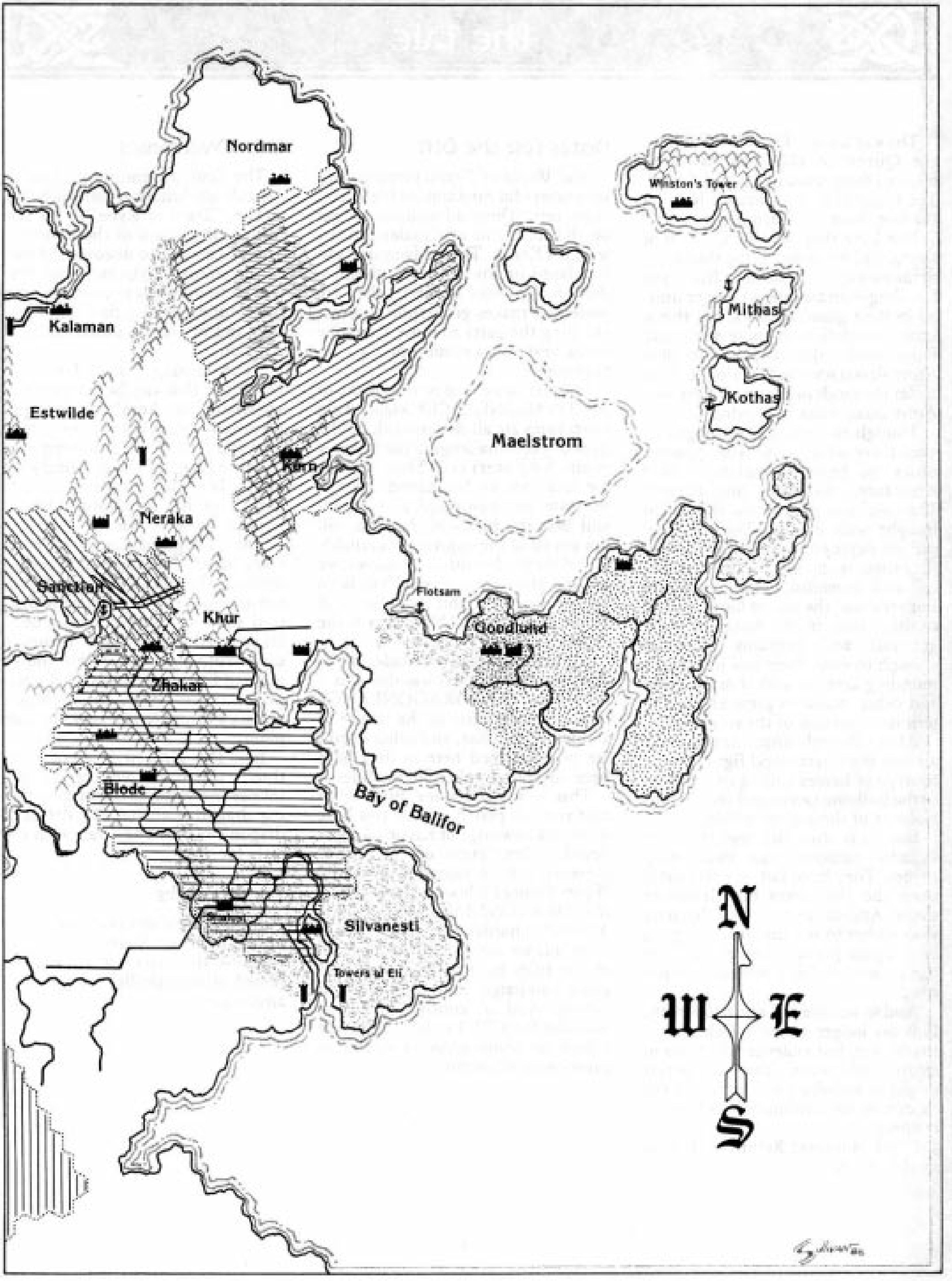
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Post-War Ansalon





Nordmar
Winston's Tower
Mithas
Kothas
Kalaman
Estwilde
Maelstrom
Kern
Neraka
Sanction
Khur
Flotsam
Goodlund
Zhakar
Blode
Bay of Balifor
Silvanesti
N
W
E
S

The Tale

The war is over! The dread might of the Queen of Darkness has been blocked from spreading across Krynn. The forces of good, narrowly holding the line, have not been destroyed.

Nor have they prevailed. Much of Krynn still lies beneath the shadow of dragonarmy occupation. True, the five dragonarmies are no longer united in their grand strategy, but this is little consolation to those who have fallen under the sway of the Blue Army slavetraders in Sanction, or who suffer the random cruelties of the Red Army occupation in Nordmaar.

Though the grand quest might be over, there are still countless opportunities for brave characters to find adventure, challenge, and reward. The continent of Ansalon is vast and fraught with danger. The forces of evil are deployed in many lands, and they covet many more. With no central and powerful nation emerging from the war, the fate of most of these conflicts rests in the hands of those generals and captains powerful enough to exert their will into a surrounding area, or with those dragons and other monsters great enough to terrorize a section of the countryside.

About the only impediment to the aims of these tyrannical figures is the courage of heroes willing to stand up to the bullying tactics and treacherous violence of these petty villains.

But, as is often the case, there are valuable treasures that await those heroes. They have but to wrest them from the evil forces now hoarding them. And of course, for a character who wishes to see the forces of good once again prevail over Krynn, the conquest of evil is a necessary objective.

And so we take you again to Krynn. It is no longer a world locked in a titanic war, but violence still exists in many little wars. Your characters might be anywhere on the face of the continent, for adventure beckons everywhere.

Good Hunting! Return with your shield, or on it!

Notes for the DM

The *World of* Krynn presents four adventures for medium- to high-level characters. These adventures are set on the continent of Ansalon, in the world of Krynn. These adventures can be played in any order you desire—though the order in which they are presented makes geographical sense, enabling the party to move from one to the next with a minimum of globe-hopping.

In order to be true to the theme of the DRAGONLANCE® saga, these adventures are all designed along the lines of good challenging (and ideally triumphing over) evil. Though there are treasures to be gained, players who are not motivated to confront and best the forces of darkness will not get all of the enjoyment available out of these adventures. However, we assume that anyone who has been adventuring in Krynn for some or all of the DRAGONLANCE saga is the caliber of hero we seek!

Another assumption made in the design of this product was that this is not your first DRAGONLANCE module. Such items as the nature of kender, draconians, and other details are not described here as they have been covered in other DL modules.

This is a stand-alone product in that you can play it even if you have no prior knowledge of Krynn. A more detailed description of the world, however, can be gained from Karen Wynn Fonstad's book, *The Atlas of the DRAGONLANCE World.* The AD&D® hardcover rule book, *Dragonlance Adventures,* contains all of the rules for running an AD&D game campaign that is specific to Krynn. And of course, the game modules from DL 1 to DL 15 provide a look at many areas of Krynn in game-oriented detail.

The Adventures

The four adventures within this module are briefly explained below:

The "Tower of Kyrie" is set upon Mithas, the island of the minotaurs. The PCs set out to discover the secret of the strange avian race, the kyrie, and in the process uncover an ambitious minotaur plan that could bring ruin and despair to much of Eastern Ansalon.

"The Missing Master Lor" is an adventure that can be set practically anywhere in Ansalon, though a region with some mountains or rough terrain is best. The PCs are requested to help a group of villagers find young Master Lor, the little boy who is the darling of the community. He also happens to be prescient.

The "Dargaard Keep" adventure takes place in that fearsome castle of undead, Dargaard Keep. The PCs can venture into this nightmare realm to find some of the lost secrets of the DRAGONLANCE® saga. If they are successful, they will release the tormented Lord Soth to his final resting place, at last. Also, the mystery of Kitiara's ultimate fate is at last made plain. . . .

In "The Dragon Peak of Palanthus," the characters are asked to invade the volcanic lair of a marauding dragon. Can the PCs defeat the dragon's minions and vanquish their scaly foe?

The Monsters

At the end of this book is the Combined Monster Statistics Chart. It contains the stats for all monsters (listed alphabetically) used in these adventures.

The Tower of Kyrie



The island of Mithas, to the east of Ansalon and the Bloodsea, is a realm seldom visited by men. Its rugged terrain and inhospitable climate doubtless have something to do with this. The population of the island, however, is the main reason that Mithas receives few human travelers.

For Mithas is an island of minotaurs.

These brutish, powerful creatures own all of the land on the island, and control all of the business. Gaining income from mining and fishing, and especially piracy and privateering, the minotaurs are confident of their supremacy upon Mithas.

There are other inhabitants of the island, of course. Several hundred human shepherds tend flocks of hardy sheep throughout most of the island's interior. This work is too mundane for minotaurs, so they tolerate human workers—though minotaurs own the sheep and the land they feed upon.

Also, human and ogre traders are common in the city of Lacynos. The minotaurs lack natural timber for their ships, so they buy both completed vessels and vast cargoes of lumber from Flotsam, Saifhum, and even farther ports.

The Player Characters

The "Tower of Kyrie" adventure can be played by a group of characters of middle levels of experience. An average spread would be six to eight characters of 4th or 5th level, or four to six characters of 6th or 7th levels. Obviously, the DM can adjust the balance of many of the combat encounters in order to reflect parties that are more or less powerful than recommended.

The party can be drawn into the adventure from virtually anywhere on Ansalon, though it is most convenient if they are somewhere in the eastern part of the continent. The encounter at the start of the adventure, while ostensibly set in Flotsam, can be easily modified to reflect a variety of starting locales.

The Situation

The chaos that reigns over all of Ansalon in the wake of the War of the Lance is nowhere more prevalent than among the islands and mainland provinces of the eastern part of the continent, especially those locales adjacent to the Bloodsea.

Much of the Goodlund Peninsula, to the south of the Bloodsea, lies under the pall of the Black Dragonarmy occupation forces. This bleak reach is barren and practically devoid of nonmonstrous inhabitants—except, of course, those unfortunate human slaves of the dragonarmy.

The port of Flotsam lies outside the area of dragonarmy control. In fact, it lies beyond any control at all. The city is a chaotic jumble of merchants, mercenaries, harlots, and thieves. It currently has no central government, though the various factions have

shown a remarkable willingness to band together in the face of Black Dragonarmy aggression.

The Kernish Peninsula, northwest of the Bloodsea, is the haven of the Red Dragonarmy. Kern's native population of ogres has been absorbed into the army, making this nation the strongest, militarily, in the region. However, an almost total lack of seapower, and sailing skills, serves to restrain the aggressiveness of the Highlord and his ogres. Such expansion as is attempted gets directed toward the unfortunate regions inland of Kern, including Nordmaar, Kalaman, and Estwilde.

The island of Saifhum, directly north of the Bloodsea, is a region of relative calm among these tempestuous lands. Inhabited primarily by humans who value their independence and privacy, Saifhum is avoided by pirates and most travelers. The folk of Saifhum have developed their island carefully, working stone retaining walls into hillsides to create long, sweeping terraces. They are cold to outsiders and implacable to enemies-and they often assume that any outsider is an enemy. These people have several heavy war galleys. The ships are unsuited to naval actions on the high seas, but serve admirably as coastal defense vessels. They sally forth at the approach of pirate or draconian shipping, and have never failed to drive the intruders away.

Northeast of Saifhum, far from the mainland, lies a barren island known simply as Worldscap. The island is known primarily for its ruins, including the remnants of the once-great city of Karthay. The city was buried in a landslide at the time of the Cataclysm. Along the southern shore of the island stands the imposing pillar of Winston's Tower, a 130-foot-tall monolith that at one time served as a beacon for travelers across Istar. It is now abandoned, and rumors say that the place is cursed.

South of Worldscap, and very near to the eastern edge of the Bloodsea, lie the twin minotaur isles of Mithas and Kothas. Mithas is the richer of the two. Its city of Lacynos contains a higher concentration of minotaurs than anywhere else on Krynn. The lands are wild, but occasionally home to large flocks of sheep. Kothas, on the other hand, is much more barren. It is covered by a profusion of tiny city-states-perhaps village-states is more accurate-and each of these is ruled by a powerful, suspicious warlord. The minotaurs of Kothas are too busy worrying about their immediate neighbors to be any threat to the rest of the continent.

But not so with the minotaurs of Mithas. Therein lies our adventure.

The Plot

Chot Es-Kahn cannot believe how well things have turned out following the War of the Lance. Not that the war wasn't good to Chot, who is the leader of the minotaurs of Mithas, but the "peace" that followed has been even better.

During the war, Chot had to swallow his pride and accept orders from whichever of the Dragon Highlords was in command of the Eastern Reaches. (At one time or another, he had served the Black, Red, and Blue Highlords-and hated each one of them.)

Now the Highlords are gone, each to his own petty wars and territorial disputes. Chot has been left with a fleet of fast sailing vessels, a band of skilled sailors, and many veteran minotaur troops. The sailors and warriors grow bored with the pace of peaceful life, for shipping commerce is so limited that even piracy no longer provides much excitement. Chot Es-Kahn has a plan to change all that.

Although his historical title was Chieftain, Chot has changed this to King. He has already embarked upon the subjugation of Kothas-a simple task, as that backward land, already friendly to Mithas, was quite receptive to the arrival of the Mithas fleet. In fact, the minotaurs of Kothas have swelled the ranks of Chot 's forces, giving him easily the largest army of any nation in Eastern Ansalon.

Now Chot has gathered his troops in Lacynos. Thou h he controls many ships, his fleet is far too small to carry this army overseas. Also, he lacks skilled navigators for all but a few of his ships. Thus Chot has two objectives to achieve before unleashing his forces against Saifhum, Flotsam, and who knows, perhaps even the dragon-held lands of Goodlund and Nordmaar.

First, he must train enough navigators to guide his ships through the treacherous waters of the east. The Maelstrom is the most obvious hazard to marine activity, but the storms that sweep in from the Courrain Ocean are also very dangerous. Until he can place a skilled navigator aboard every vessel, Chot risks losing many ships if he sends a fleet to sea. The treacherous waters surrounding the Maelstrom make this a higher priority than anywhere else in the world.

He also needs more ships before he can send more than a fraction of his army against any foe.

The Northstone

The key to both of Chot's desires is locked securely away from prying eves, high in a tower upon Mithas. It is a gem of fabulous value, and potent magic. It is called the Northstone.

The Northstone is imbued with a magical sense of direction that can be transferred to an individual who spends time in the vicinity of the stone. Thus the stone is the key to the development of Chot's legion of navigators.

It was not until very recently that the minotaur king discovered this hidden ability of the stone. Prior to that, Chot (and his predecessors) thought the stone was simply a unique, diamond-like gem of incalculable value. Legends tell of its discovery, high above the Mithan Glacier, in a time far in the past. It has been a talisman of minotaur

might since then.

One minotaur chieftain, his name long forgotten, had a tower built to house the gem, near the place where it was found. The Northstone has been kept there for centuries.

Now Chot sends the brightest of his young minotaur officers to study navigation in the Tower of the Northstone. Aided by the magical emanations of the stone, these navigators develop an uncanny ability to determine direction and even distance to shore while they are at sea. Chot has discovered that a large group of students seems to disperse the effect of the gem, so he has these navigators trained in groups of eight. Each training session takes about a week. The minotaur king has decided that 30 more navigators are necessary for the safety of his fleet, so he will leave the gem in the tower for four more weeks.

After this time, he will send a full company of his elite minotaurs to the tower. They will remove the Northstone and bring it to Lacynos. There, in a ceremony before all the populace of the city, he will have skilled gemcutters cut the stone into dozens of large diamonds. Using the massive wealth from this one stone, he will purchase the remaining vessels for his war fleet. Equipped with navigators and bloodthirsty sailors, the minotaurs will sail to war.

The Minotaurs

Brutish and violent to be sure, the minotaurs are nevertheless not without their redeeming qualities. The minotaur culture upon Mithas is the highest development of that race, in one of the few geographic areas where minotaurs have lived without a great deal of interference from the rest of the world.

On the less tasteful side, aspects of minotaur brutality are visible throughout Mithas. The smithies and sawmills of Lacynos are, for the most part, manned by slaves. These usually human laborers are treated harshly, though not with the wanton cruelty common to draconian or ogre masters.

The minotaurs also handle their own populace roughly, with flogging and bound imprisonment common for most infractions against the common good. Such crimes include theft from, or abuse of, members of minotaur society-especially those younger or weaker members of that society. For more serious crimes, such as murder, the guilty party is sentenced to death in the form of gladitorial combat. A crude arena has been carved into a natural swale near Lacynos, and every month condemned prisoners fight a series of battles there. The winners get the right to live until the next month's contests.

Strong and stubborn, minotaurs can be very hard workers. They have developed some skills in shipbuilding, fishing, and sailing. Sturdy, albeit somewhat slow, minotaur vessels ply the waters of the Bloodsea and beyond, carrying cargo to Mithas, or serving as commissioned cargo vessels for human customers.

Of course, piracy is still a major activity among the minotaurs of both Mithas and Kothas. They use sleek, light longships of Kalamanite origin for this purpose, as minotaur-made vessels lack the speed and agility required to catch and overcome their victims.

On the island of Mithas itself, the minotaurs have only one enemy-the kyrie. The battles between these races have gone on for centuries, with the minotaurs slowly gaining the upper hand. A few more victories should be enough to ensure the annihilation of the race of bird-men, but this has taken a lower priority in Chot 's ambitions for the time being. He can eliminate the kyrie at his leisure, after he has established his empire.

And after all, a race of feathered humans hiding high in the mountains can't be much of a threat. Can they?

The Kyrie

FREQUENCY: Very Rare
APPEARING: 2d6
ARMOR CLASS: 5
MOVE: 6"/18"
HIT DICE: 4
% IN LAIR: 100%
TREASURE TYPE: B
ATTACKS: 1
DAMAGE: 1d6 or 1d8
SPECIAL ATTACKS: Druid Spells
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 25%
Intelligence: Average
ALIGNMENT: Neutral
SIZE: M (7')
XP VALUE: 175 + 4/hp

The kyrie are a race from the distant past of Krynn. Small in numbers, their only holdings across Ansalon are a few high, steep-walled valleys along the Dragon's Spine—the mountain ridge that forms the backbone of Mithas.

Resembling a bizarre mix of hawk and human, a mature kyrie stands upright, a little taller than a man on the average. Kyrie are much lighter than humans, however. With a hollow bone structure and thin but wiry musculature, it is rare for one of these creatures to reach 100 pounds in weight.

A kyrie has a human torso and head. The arms are actually wings, though they have human hands halfway out from the body. The legs are long and wiry, and end in bird-like claws. The back and wings of a kyrie are covered with brown feathers.

The kyrie are nimble fliers (Maneuverability Class A) with powerful wings. They can climb as much as 6" per round, though the distance climbed counts double for their total move for the round. (For example, a climb of 6" uses 12 of of the kyrie's movement allowance for a turn.)

A kyrie often will carry one or two fist-sized stones into the air with it. A favorite combat tactic is to drop these stones upon an opponent, one per round, for 1d8 points of damage with

a successful hit. After they have attacked with these, they land and melee with the lightweight stone axes carried by all adult kyrie (1d6 points damage).

Kyrie are also capable of casting druid spells as a 3d-level druid. The most common spells used by kyrie are *animal friendship, invisibility to animals, predict weather, charm person or mammal, warp wood,* and *hold animal—though* not all kyrie have these spells. In fact, all 1st- to 3d-level druidical spells are available to a kyrie .

The origin of the race is shrouded in mystery, but-as with so many of the more bizarre inhabitants of Krynn—the Graystone of Gargath is suspected to have played a role. Because of their resemblance to both humans and birds, some intermingling of these creature types is suspected.

For many years the kyrie inhabited numerous islands around the periphery of Ansalon. Then, as now, they preferred high, remote mountain regions for their nesting complexes, called aeries. But in the past, the kyrie migrated from island to island, completing a circuit of the world over the course of several decades.

The kyrie migrate no longer. Their long, soaring flights over water were made possible by the possession of a magical device that enabled their leaders to keep track of direction. By depending on this device, the kyrie gradually lost the ability to navigate on their own. Now, without it, the race is effectively stranded upon Mithas, where it is subject to the genocidal practices of the minotaurs.

The minotaurs and kyrie strike at each other with regularity. Kyrie legend says that the minotaurs are responsible for stealing the talisman that used to guide them about the world this is in fact true). The kyrie typically raid small mining villages and supply caravans across Mithas. They kill minotaurs ruthlessly, stealing food, weapons, and particularly strong drink.

The minotaurs regard the kyrie as pests and are doing their best to remove the kyrie from the island. This manifests itself in annual raids performed by well-armed bands of minotaurs, occasionally aided by Sivak draconians. The Sivak allies are valued because of their flying ability.

The kyrie are a fierce, proud peole. They do not allow themselves to be subjugated—in all cases preferring death to slavery. Their war with the minotaurs has gone on for a century or more, until they have been driven to their final, remote valleys. And even these are slowly falling to the minotaur raiders.

The weakness of the race is that the young cannot fly for the first few years of life. Thus, though the mature kyrie could easily avoid the rapacious raiders, the young cannot. The minotaurs, under the command of Chot Es-Kalin, exploit this weakness ruthlessly, eliminating the young kyrie whenever they can be reached.

The source of the kyrie's difficulties is the lack of the Northstone. This is the same gem used by Chot Es-Kalin to train his navigators. When the minotaur chieftain has concluded his current training program, the stone will be broken into pieces and sold to raise the funds for Chot's grand fleet. If that is allowed to happen, not only will the minotaurs become a true force to be reckoned with, but the race of the kyrie will be doomed to a certain, albeit gradual, extinction upon Mithas-and upon all of Krynn.

Starting the Adventure

The PCs can be drawn into this adventure in several ways. If you have a relatively mercenary group of characters, a few rumors of vast treasure concealed upon the island of Mithas might entice them in. If your group is the altruistic type, then information about the vast armada being assembled at Lacynos could serve as a call that something must be done, and who better to do it than these heroic player characters?

Or you can use the starting encounter described here. Simply arrange the details of the setting to apply to wherever the PCs happen to be at the moment, run the encounter, and take off with the adventure!

Adventure Summary

The PCs learn of some of the problems on Mithas from an escaped slave. This slave is accompanied by a tiny creature, half man and half bird. The slave also knows stories of treasure and rewards hidden upon the isle of the minotaurs.

Next the characters can arrange passage to Mithas via one of a number of ships that ply the eastern seas. Whether they choose to land surreptitiously along the coast, or disguised as pirates (the only disguise that enables humans to walk around unmolested) in the capital city of Lacynos, they must try to learn about the island.

Through rumors and exploration, they learn that their objective is held in the top of a tower somewhere on the island. If they acquaint themselves with the five guard towers along the southern coast, they learn of a sixth tower, higher than these, situated near the glacier to the north.

It is here that the adventure reaches its climax. They must journey to the tower of the kyrie, pass the labyrinth protecting the tower, and gain access to the Northstone-and the other treasures within.

They are then free to decide if they wish to return the Northstone to the kyrie, ensuring the gratitude of all members of that race, or keep it for themselves and turn the kyrie into their implacable enemies for all time.

The characters know very little about their overall objective when they first reach the island. They need to check around while staying out of trouble. Allow them to identify the sources of clues (Chot's palace, the slaves in Lacynos, and the watchtowers along the island's southern coast) if they do some investigating,

so that they can face some of these encounters. Only gradually should they come to realize that there is a sixth tower on the island and that this is the real object of their quest.

Encounter 1: Runaway Slave

This encounter can be set anywhere. An inn works well, but so does an isolated wilderness camp, or even a private residence. It is designed to appeal to greed, altruism, and decency all at the same time. Depending in how well you know your players, you can fine tune it to tug at their own motivations.

Have this encounter occur at night. If the characters are alone somewhere (camping, or in a lonely inn) they might suspect that something is sneaking up on them. In a public place, they see the young woman enter, her eyes darting fearfully around.

> She is little more than a girl. Her slender face, framed by straggles of brown hair, is dominated by a pair of wide brown eyes. Those eyes dart from here to there, seeking something, anything that might offer a glimmer of hope. She wears a tattered brown dress-little more than a rag, actually. She clutches a tiny bundle to herself, wrapping both arms protectively about it. Suddenly, the bundle emits a tiny wail, and a little hand pushes aside the rough blanket.
>
> A baby's face pokes out, blinking quickly. Despite the girl's ragged state, the baby looks clean and well scrubbed. It reaches out a hand, as its mouth opens, ready to cry.
>
> And you see quite clearly that the baby's arm is attached to a long, feathery wing.

The girl is Missiva, a former slave who has escaped from the Pits of Despair in Lacynos, where both her parents and the parents of the infant kyrie perished in Chot's cruel "games."

She is frightened and tired, but is intent on protecting the infant with her life. If offered assistance, protection, or even food, she accepts cautiously. It takes several hours to win her trust, but if this is done, the PCs find that she knows a great deal about Mithas. She tells her story only to characters whom she trusts.

Missiva offers the following pieces of information, if the PCs treat her well:

Mithas is mobilizing for something. Many ships have gathered in the harbor at Lacynos, and she has seen provisions loaded onto them. Warehouses are bulging with supplies. There is an air of tension in the capital city that she cannot define.

The Arena of Games is the place where prisoners are taken. It lies a short distance from Lacynos, in a bowl-shaped valley in the hills. Here is where she and her parents were taken, following their capture. Her parents both died in the games, forced to battle a pair of kyrie who had been stripped of their feathers so that they could not fly away. The young kyrie, whom she calls Fledge, was the offspring of her parents' opponents. One kyrie died in the fight, and the other was badly wounded and subsequently killed by the minotaurs.

The kyrie are a much misunderstood race, not really as savage as minotaur legend has it. They are motivated by some deep racial quest that she does not understand.

Treasure of fabulous varieties and huge quantities was rumored to be held by the minotaurs. Such tales were common among the slaves, many of whom claimed to have been captured with valuable hoards of steel and gems. The treasure was rumored, at various times, to be hidden in Chot's own manor, at the heart of the Death Maze near the Arena, and in a tall tower somewhere on Mithas distant from the capital city.

Pirates are the only humans who seem to move among the minotaur society without harassment and imprisonment. Missiva saw many pirate vessels dock in Lacynos, and the pirates would come ashore for recreation, spending their plunder liberally. After the death of her parents, she was taken to one of the houses in the city that the pirates visited, there to serve as entertainment for these vicious visitors. Fortunately, she escaped immediately, stowing away on one of the pirate vessels and somehow remaining undiscovered as it journeyed to wherever she happens to be now.

Missiva has no weapons, armor, or other equipment. She has the skills of a 3d-level thief, with 9 hit points. If she learns that the PCs have decided to journey to Mithas, she begs to accompany them, claiming that she knows the city of Lacynos well enough to be a guide. Her real motivations are a desire to return Fledge to his people, and perhaps to gain a share of the vast treasure that she is certain can be found upon the island. After all, she has nowhere else to go. She hates the minotaurs, but does not fear them any more than common sense dictates.

If she is taken along, she carefully sketches out a map of the island for the characters. If the PCs refuse to take her, she uses the offer of the map as a bribe to change their minds. In any event, if she prepares the map, use the PC handout on page 12 as the player map for this adventure. You can tear the map out of the module and hand it to the players, or make a photocopy and give them that

Missiva speaks minotaur quite fluently, and she uses this as another argument to bring her along. Indeed, the PCs will find the services of an interpreter to be quite useful on the isle of the minotaurs.

It is not essential that Missiva accompany the PCs for this adventure. Give it your best shot-she might even break down and cry if they turn her down! But if the players don't want to take her and Fledge along (of course, she won't go without him), then so be it.

Transport to Mithas

The PCs can get to the island in a number of ways. Of course, if they have their own boat, or access to a vessel, they can arrange a private cruise to deliver them wherever on the island they wish to go.

Several other possible avenues of approach are as follows:

* Fishing Boat: The PCs can charter a small craft from anywhere on eastern Ansalon. The cost is anywhere from 100-400 stl per person. Cut the cost in half if they leave from Flotsam. Double it if they leave from any place farther west than Nordmaar. This is a risky task for some poor fisherman, and he will only perform it because he can make more money than he could in a year of plying his trade.

* Merchant Vessel: If the characters do a little checking in Flotsam, Balifor, or Kalaman, they find a merchant ship leaving for Lacynos within 1d4 days. The ship is carrying a load of timber for Chot's Es-Kahn's shipyards (or canvas for sails, in the case of Kalaman). The passage costs 25 stl per character. The crew of the vessel does not go ashore on Mithas. Instead, minotaur longshoremen board the vessel and remove the cargo while the ship is at the dock in Lacynos. It is up to the PCs to slip ashore. If the PCs cannot afford the fare, they can work their way across.

* Pirates: Many a pirate ship journeys to Mithas, and these are always looking for new crew members. The PCs can try to join one of these bands of cutthroats, but they will be expected to prove their worth in battle-or with spells. The wars have greatly thinned the ranks of the pirates, so even Missiva can demonstrate enough ability to gain passage. Of course, Fledge would have to be concealed or abandoned.

Seagoing Encounters

The waters of the Bloodsea are perilous, and no journey there can be guaranteed to pass safely. The biggest danger is from pirates, but these cutthroats do not molest other pirate ships or merchant ships carrying cargo to Mithas. If the PCs travel via private boat, or charter a fishing boat, however, they run a 25% chance per day in the Bloodsea of encountering a pirate vessel. Assume a 1d6+6 day Journey, unless you have a suitable world map that enables you to play the journey however the characters wish.

A pirate ship will give chase upon discoverin the PCs, with a 65% chance of catching them before nightfall. (After dark, of course, the PCs can alter course and escape). If caught, the party's boat is boarded by 15 pirates armed with cutlasses. Treat these as 2d-level fighters, AC 8, with 8 hit points apiece. If the PCs are overcome, they are hauled to Lacynos as slaves.

All ships run the risk of a monstrous encounter at sea. If the PCs are subject to pirate attack, make that check first-then check to see if they encounter a monster. For merchant or pirate vessels, simply roll to see if monsters are encountered. There is a 10% chance per day that one of the following attacks the ship:

D4 Roll	Encounter
1	2d6 Skrags (marine trolls)
2	2d6 Lacedons (marine ghouls)
3	1 Sea Dragon
4	1 Giant Eel

The Island of Mithas

All of the remaining encounters for the adventure can be found on this island. The entire island is mapped on page 11, with specific encounters.

General Terrain Types

Mithas is a relatively dry and barren island, unsuited for most types of agriculture or woodland. The color of the land, including the mountains, is a pale brown.

The land is made up primarily of volcanic rock, hardened lava from a multitude of previous eruptions. A spine of granite bedrock runs across the island, however, providing the minerals that are vigorously sought by the minotaurs in their many deep tunnel mines.

The coastline of Mithas is a gravelly beach in most places, though the beach is often interrupted by-craggy boulders jutting into the sea. Even the relatively Smooth parts of the shore are treacherous for ships, since the depth of the water increases dramatically as one moves away from the land. This makes for short, violent breakers that can smash a poorly handled, or unlucky, boat to pieces. The beaches vary in width from 20 feet to as much as a quarter mile.

Except for the sheltered coves and bays, the beach is backed up immediately by an eroded embankment of loose rock. This cliff ranges from 20 to 120 feet high. Though it is relatively easy to climb, it nonetheless provides a difficult obstacle for those who would attempt to move inland quickly-

Characters who venture onto or along the shoreline have a 60% chance per day of sighting a vessel. This is either a fishing vessel containing minotaurs (30%) or humans (30 %), a trading vessel carrying cargo to or from Lacynos (30%), or a pirate vessel (10%). There is also a 10 % chance per day that PCs on the coast encounter marine creatures such as 1d8 skrags (30%), a giant eel (20%), 1d6 sea elves (20%), 1d8 lacedons (20%), or a sea dragon (10%).

The lowlands cover most of Mithas, except for the belt of the coastline and the spine of mountains running across the island. Virtually all the communities, including the city of Lacynos, are located in this type of terrain.

Except as shown on the map of Mithas, the lowlands are devoid of waterways. They are characterized by rolling ground, barren except for a few scraggly bushes and a hardy, brown form of grass. Tall, willowy

trees grow along the waterways, but these are never found more than a few hundred feet from open water.

Communities are described as specific encounters (starting on page 22). The rest of the land is virtually uninhabited, except for flocks of hardy, long-wooled sheep and the occasional shepherd who tends them. These shepherds are mostly human (70%) though a few minotaurs have accepted the stigma attached to a member of their race who performs such an ignominious task.

The only encounters that characters are likely to have in this region, aside from the sheep and shepherds, are with the occasional band of 1d20 minotaurs going about their business-either escorting a load of ore from the mines to the city or hunting some fugitive reported to be roaming the countryside.

The mountainous regions of Mithas are just as barren as the lowlands. The ubiquitous brown grass grows far up the slopes of the range, and the flocks of sheep follow it to the high ground during the summer months. The three highest mountains are all volcanoes that have lain dormant since the time of the Cataclysm. The tallest of these, Bullshorn (the northernmost of the three), is over 10,000 feet high, while the other two reach higher than 8,000 feet.

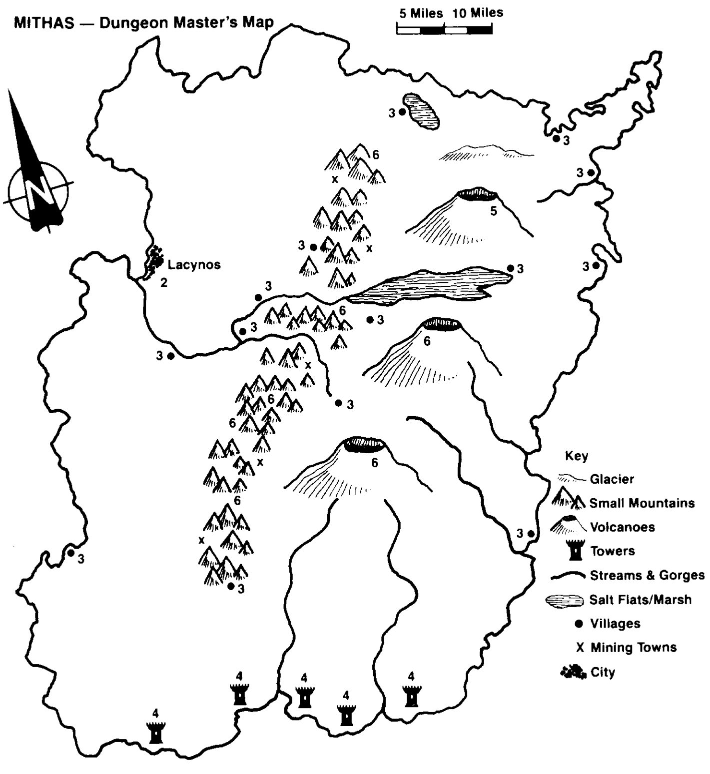
At altitudes above 5,000 feet, the mountains are devoid of vegetation. The rocky soil crumbles underfoot, and its abrasive powder is hard on hands and other exposed skin. The lower slopes of the mountains climb gradually away from the plain, but the upper reaches soar steeply toward the sky. Erosion, from the infrequent showers, has carved steep-sided gullies and ravines into these slopes.

Travelers find these mountains covered with steam vents, geysers, bubbling pools of mud, and hot springs. The areas around these features are heavily crusted with lime, and the smell of rotten eggs permeates the air.

Below and to the west of the main volcanic crest lies a range of much older mountains. Now overshadowed by the volcanoes, this range was once the backbone of the land-before it was reduced to island status during the Cataclysm. This range is marked by tall escarpments of granite, and is the source of the mineral wealth that draws minotaur miners into the hills. Iron, co per, gold, and coal are all pulled from deep mines along this range.

This lower range is crossed by many deep canyons, marking the sites of active or dry rivers and streams. In those canyons where the water still flows, a heavy mist settles across the land from shortly before dawn until approximately noon. The mist does not extend above the canyon walls, but it is as dense as a heavy fog within the canyon itself.

The only creatures dwelling among the highest mountains are the kyrie, and groups of 1d8 might be encountered there. In the lower range, characters might run into the kyrie (30%) or a band of 2d6 minotaur miners (70%).



Humans on Mithas

The characters do not exactly blend into the populace on Mithas—unless you have one of those rare all-minotaur groups of PCs!

In Lacynos, the presence of a few humans-even armed humans-does not create much of a stir, because of the many pirates that visit the city. However, humans that are obviously not equipped for nautical adventuring Stand a 10% chance per turn on the street of being stopped and questioned by minotaur guards. Non-nautical equipment includes plate mail armor, or chain mail that is not covered up by a cloak or tunic.

In the smaller villages, humans are less common-especially in the mining villages. If the characters enter one of these communities, there is a 30% chance (60% in a mining village) that the local minotaur boss sends four of his strong-arm types

around to find out what the PCs are up to, and to let them know who is in charge. If the PCs get into a fight, they find 3d6 minotaurs quickly showing up to help the first team. If the PCs are obviously frightened and nervous, they incite minotaur suspicions, and encourage further bullying.

If the PCs stand up for their rights confidently, however, without being overly aggressive-and perhaps even offering a bribe in the form of drinks or money-they can pass through or stay in a village without too much trouble.

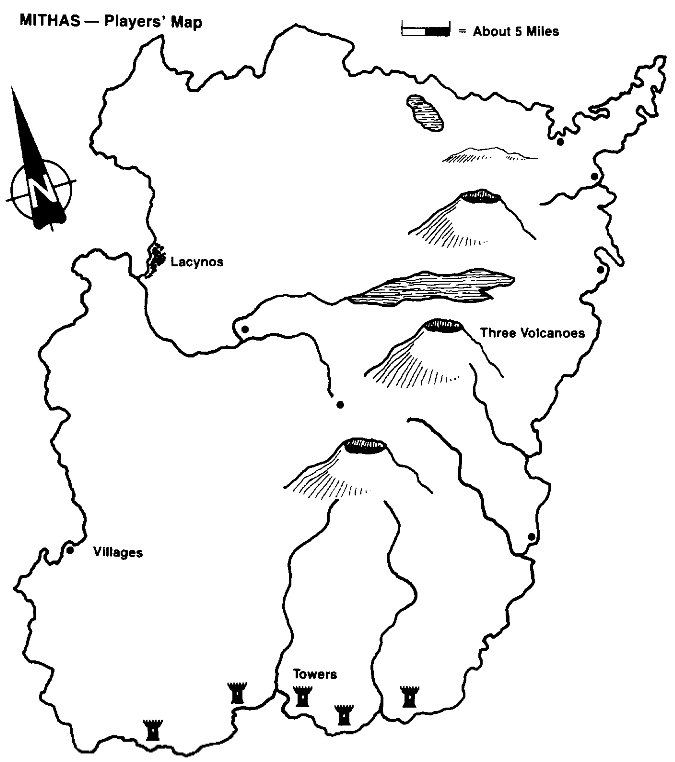
If The PCs get Captured

There are a number of ways the characters can get into trouble with the authorities, ranging from getting into a fight in a tavern to being discovered sneaking around the king's palace. If the party escapes before a large detachment of guards can reach the scene, they can disappear pretty easily—minotaurs are terrible at distinguishing one human from another.

If they get surrounded by a superior force of minotaurs, however, the bull-men demand that the characters surrender. If this happens, the PCs are disarmed and sent to the slave pits. There is a 50% chance that small weapons, spell components, even potions, rings, and scrolls that have been concealed on a character's body are missed by the searching minotaurs. Check separately for each hidden item.

The slave pits (see page 18) are ripe for an uprising. If the PCs do even a little bit to help this cause, the slaves make a break for it and the characters should be able to slip away in the confusion.

When the PCs are taken prisoner, their weapons and other equipment are taken to Chot's palace. There the stuff will be stored in the Storeroom on the ground level of the palace. One of the characters' captors should say something like: "We'll show your stuff to the king-then maybe he'll know what to do with you!"



The City of Lacynos

(Encounter Area 2)

This, the center of the minotaur culture upon Krynn, is a city unlike any other. Lacynos is large, with a population of several thousand minotaurs, perhaps half that many human pirates, and a large number of slaves. The latter are primarily human, but elves, dwarves, and even ogres have been enslaved by the bull-men.

General Appearances

Specific encounter areas in Lacynos are detailed later. Certain things become obvious to PCs as soon as they enter the city.

The streets of Lacynos are all paved with dirt, or more accurately, mud. Even after periods of dry weather, the rutted lanes and filth-strewn alleys between the buildings consist of a gooey mire that slows the normal walking movement rate to 1/2 of normal.

The streets of Lacynos are hardly ever deserted, but neither are they very busy. Drunken revelry among pirates and minotaur sailors goes on all day and all night. Every turn the PCs spend on the street means a 50% chance of meeting 2d4 minotaurs or 2d6 human pirates that have been "out on the town." These rabble-rousers do not automaticall pick a fight, but they are rude and obnoxious to anyone in their way. If insulted, of course, they attack savagely—and they regard anything other than polite deference as an insult.

Other passersby include the normal citizens of Lacynos, and their slaves, going about their business of shopping, working, and socializing. At any given time, players can see 1d12 minotaurs on the streets, and there is a 50% chance of finding 1d6 human slaves.

The buildings of Lacynos, except where specifically noted otherwise, are made of wood. The carpentry is crude, and most of the structures have a very dilapidated look. Painting a building is unheard of, so all of them are of the same ruddy brown color. Many of the wooden foundations are rotting away, but this is of little concern to the minotaurs—they just build a new one when the old one falls down.

Most of the buildings are small clanholds, with 3d6 minotaurs of all ages and sexes living in them. These structures are one or two storeys tall, with one huge central room where the cooking, eating, and most everything else is done. Mature males, and their mates, have private sleeping quarters. Most often, these are separated from the rest of the building with a hanging curtain. The minotaurs in two-storey buildings do not use stairways. Instead, sturdy wooden ladders are used to climb from the ground floor through a hole in the ceiling. The second storeys, most commonly, are used to as places for the younger minotaurs to live and play.

Every block of buildings contains at least one tavern or inn. These places feature a large, open room where drinking and eating goes on at all hours of day and night. A really fancy inn has a stable out back where a guest seeking to stay the night can sleep with the horses. The minotaur-owned inns do not rent out sleeping rooms.

The PCs might be able to pick up some information in one of these inns. Human merchants and pirates are the most likely sources for this information. Of course, there is the chance that charismatic PCs can ply some minotaur pirate with a few drinks and get him to talk, but this tactic is more likely to result in a fight than a conversation.

Rumors that float around the taverns include the common knowledge of the great fleet that Chot has been assembling. Some Mithas residents are skeptical of the number of ships, because they know the minotaurs do not have enough skilled sailors to navigate them. However, there are also rumors of a school of magic, somewhere on the island, where minotaurs are quickly trained in the ways of the stars. There are also rumors of a great treasure, hoarded by Chot Es-Kalin and stored somewhere in the interior of the island. A common rumor says that this is stored in a high tower somewhere, but other tales indicate that it is in the mountains, or hidden under the glacier. The only towers, outside of Lacynos, that anyone knows of are the towers that overlook the stormy strait known as the Eye of the Bull, to the south of Mithas (and north of Kothas).

About 20% of the inns are owned by humans who count many pirates among their clientele. These establishments are more conventional than the minotaur-owned establishments, with rooms to rent. Also, the food and drink is generally a little better in a human-owned inn.

Prices in Lacynos are inflated above the standard for the AD&D® game (and even for Krynn) because of the influx of plundered money. For starters, assume costs are 200% of those listed in the players *Handbook* (prior to conversion to Krynn's steel standard, of course). Prices should naturally be subject to whatever types of negotiation are standard in your campaign.

Lacynos Encounter Areas

A. The Breakwater

A solid barrier of stone extends into the water from both sides of the harbor at Lacynos. The breakwater is 40 feet wide at the top, and 60 feet wide where its base enters the water. The top is 10 feet above the water level. It does its job well, but during heavy storms waves batter the top of the wall, driving any character failing a Dexterity Check into the water. The check is required every turn in a moderate storm, and every round during a major gale.

B. Harbor

The harbor of Lacynos is always crowded, though there never seems to be a lot of work getting done. A dozen or more ships, including heavy minotaur war galleys and light, fast pirate ships powered by sail, bob at rest in the dirty water. A few merchantmen are tied up to the wharf, but most of these show no signs of activity. On one, a heavy crane is being used to off-load huge bundles of lumber. These are stacked on the wharf next to the shipyard.

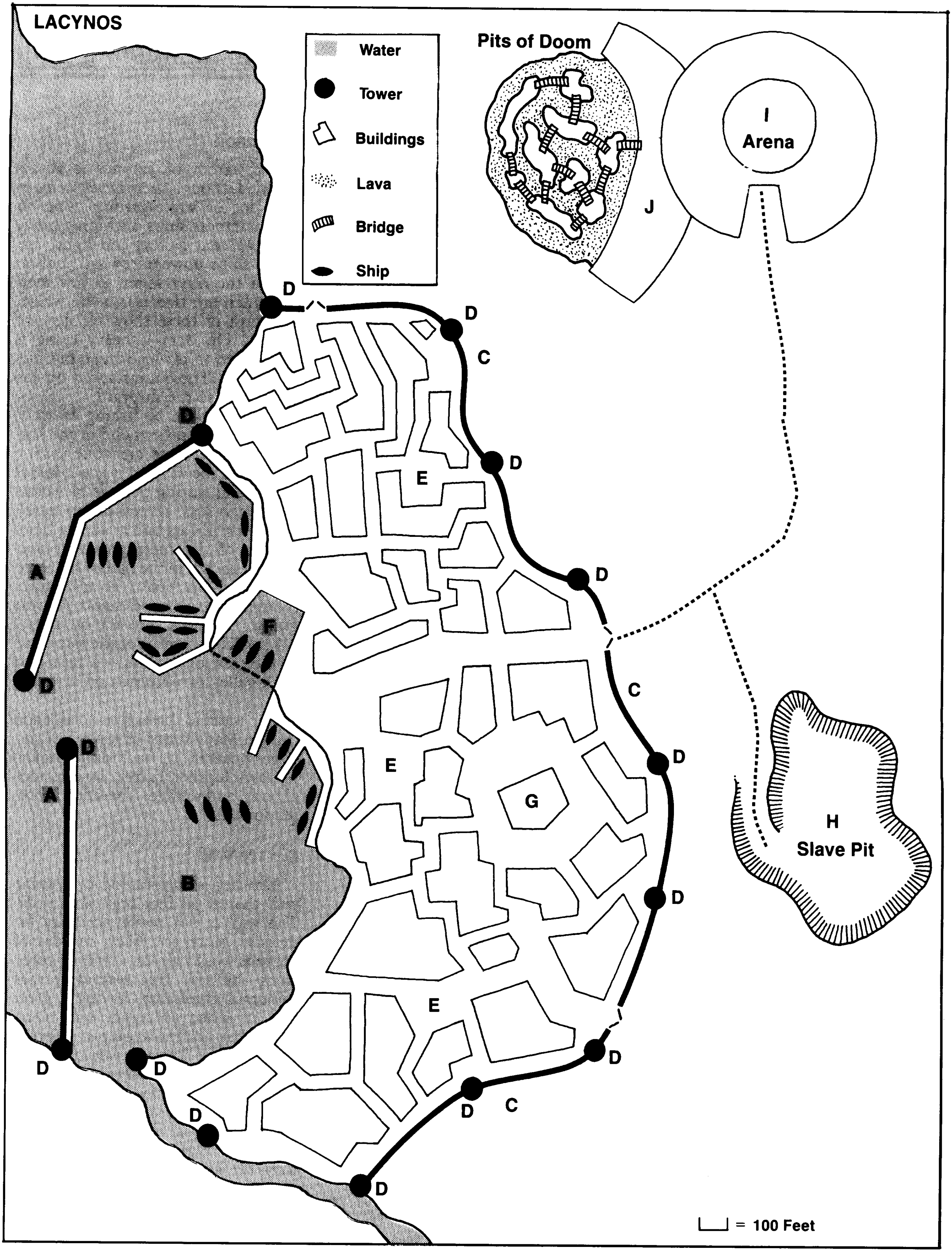
A small fleet of fishing boats is based at the southern end of the harbor. Most of these are gone during days when the weather is good, but at night, and during periods of storms and rough seas, several dozen small, decrepit sailboats bob at anchor here.

Each of the merchants and warships at anchor in the harbor has a single guard on board at all times, though there is a good chance that the guard is drunk (20%) or asleep (2 5%). The guard is of the same race as the crew of the ship-a minotaur on a galley or a human on a sailing ship.

The water in the harbor is thick and brown. Many forms of scum and garbage float in it, including broken pieces of lumber, barrels, an occasional body, and sewage. The smell is horrendous.

C. City Wall

The city is surrounded by a stone wall that is 30 feet high and wide. The wall is not really necessary for defense, since any likely invader of Lacynos would almost certainly come from the sea. But several former minotaur chieftains, having a great deal of stone on hand, and many slaves that needed to be put to work, decided that Lacynos would have a wall. The top is protected from the outside by a three-foot-high wall running along the outer rim of the city wall. There is no rim on the inside of the wall. Wooden ladders descend from the inner side of the wall to the



LACYNOS
Water
Tower
Buildings
Lava
Bridge
Ship
Pits of Doom
I
Arena
J
H
Slave Pit
A
A
B
C
C
C
D
E
E
E
F
G
= 100 Feet

city streets every 100 feet or so along the wall's length.

The wall is solid stone, for the most part. In three places it is crossed by heavy wooden gates. Each of these is guarded by a company of a dozen minotaurs. Security is very lax, however-the gates stand open from dawn until dusk, and those passing through are only challenged by the minotaurs if they look suspicious or if the guards are bored and business is slow. The latter circumstance is likely only about 30% of the time.

At night the gates are closed, and can only be opened upon personal order of Chot Es-Kalin himself. In addition, the number of minotaurs on guard is increased to 24.

d. Towers

These localized strong points are placed at intervals along the city wall. A pair of towers guards the entrance to the breakwater. The towers stand atop the wall (or breakwater), rising another 40 feet above their foundations.

Each tower has a locked wooden door granting entrance at its foot. These doors are guarded by a pair of minotaurs. The towers are cylindrical, and a stairway spirals up the inside wall of the tower to a platform just below the roof. From here, a hatch can be opened to allow entrance to the upper platform of the tower.

These platforms are flat, and surrounded by a three-foot-high wall. Four minotaurs stand guard on top of most of the towers. The six towers adjacent to the harbor and the bay, however, have a double complement of guards. In addition, each of these towers is equipped with a large beacon. Consisting of a bright oil-burning lantern and an arrangement of mirrors, the beacons are illuminated at night. Each casts a cone-shaped beam of light for 300 feet. The cone is 60 feet wide at its 300-foot limit. The minotaurs constantly swing the beacons around, at night, casting their eerie beams and long shadows across the city, the harbor, and the sea.

e. Market Squares

These shopping districts are lively during daylight hours. They smell strongly of fish, and indeed that is the most common commodity to be found here. Smoked, canned, and fresh (and not-so-fresh) varieties are available.

Other common goods here are wool and woolen products, weapons and armor, particularly leather armor and shields, and jewelry. Minotaurs have shown a preference for silver jewelry in particular, and many pieces of surprisingly fine craftsmanship can be discovered among the cheap junk that is the norm.

In general, prices asked in the market squares are about four times the worth of a given item. Bargaining is expected, however, and anyone who does not try to knock down the price of an item is regarded with scorn by the shopkeepers.

Each market square is an open expanse of mud, covered with a chaotic collection of stalls, tents, and booths. They are not crowded during the day, but there are always many minotaurs and slaves about. At night, the stalls are boarded up and the market square is practically deserted, except for small contingents of 1d6 guards that wander about the square, protecting the goods of the shopkeepers.

f. Shipyard

Several large galleys are in advanced stages of construction in this drydock. Vast stacks of lumber are piled on the wharf beside the shipyard. Work proceeds around the the clock, with torches illuminating the area all night long. Most of the work is done by human slaves, overseen by a dozen whip-wielding minotaurs.

There are about 200 slaves at work here. If the PCs observe the yard, they note that some humans are treated with a little more respect than the rest. These humans are typically working with tools such as adzes, saws, and drills.

In fact, these are skilled workers employed by Chot Es-Kalin at very high pay) to help finish his fleet. If any of these individuals are questioned, they know that the minotaurs are desperate to increase the size of the war fleet. They also have heard rumors about navigators being trained somewhere in the center of the island to steer the ships to the far corners of Krynn.

g. Palace of Chot es-Kalin

The most imposing building in Lacynos is naturally the residence of the city's Most Important Citizen. The self-proclaimed "king" of the minotaurs dwells in a palace that has been gradually built by his predecessors. The mansion has increased in size until it resembles a collection of small buildings, haphazardly thrown together.

NPC Capsule

Chot es-Kalin

King of Mithas

Strength: 18/99
Intelligence: 9
Wisdom: 10
Dexterity: 12
Constitution: 16
Charisma: 8

Hit Dice: 10
hit points: 80
Armor Class: 4 *(chain mail +1)*
THAC0: 8
of Attacks: 2 or 1
Weapons: Horns (2d4) and Bite (1d4) or Battle Axe 1d10 +4 (x2)

Chot Es-Kalin is a cruel and violent leader, ruling the minotaurs through terror. He speaks Common only very crudely, and employs a translator

when interrogating prisoners. He avoids contact with humans whenever possible.

He looks upon other races as inferior to minotaurs, and considers it the just order of things that his own people will soon control the world (or at east the part of it that matters). He served the Dragon Highlords, and was well aid for his efforts, but he bears no love for his former masters. A bully at heart, he much prefers finding enemies that fall to his forces easily and quickly.

He enjoys tormenting prisoners, especially spies. He arranges an immediate test in the Arena for any suspicious intruders who are brought before him. He always attends such games. If a prisoner can insult him or anger him sufficiently, Chot himself takes up his axe and faces that prisoner in the labyrinth.

The wall around the grounds is made of large bricks. It is 20 feet high, with a row of spikes along the top. These serve more to look nasty than to deter someone climbing the wall, since they are placed at 18-inch intervals.

The real security system for the palace is the troop of minotaur guards always on duty there. At least 12 of these guards wander the grounds at all times. Two more are posted at the gate in the outer wall, and four guards are on duty at the front doors to the mansion itself. There are 20 guards in the barracks, off duty. These can grab their weapons and respond to an alarm in 1d4+1 rounds, however. There are no guards posted in the garden. Within the royal mansion itself, intruders encounter guards where they are specifically listed. There is also a 1-in-6 chance per turn of encountering a patrol of four minotaur guards within the mansion.

The Great Hall of the palace is done in the style best described as "Early Ostentatious." The walls are lined with marble columns, and silken and woolen tapestries hang behind these columns. The tapestries depict a variety of locales around Ansalon—after all, they represent the plunder of several hundred years of far-

The floor of the hall is likewise marble. There is no furniture in the room, save for a massive oaken throne that is normally pushed into a corner, only hauled out to the center of the room for ceremonial occasions.

A pair of crystal doors are concealed behind one of the tapestries. These doors lead into the garden. The doors are obviously very valuable, though several panes of the glass-like crystal have been broken and replaced, crudely, with wooden boards.

The mansion's garden is probably the most lushly vegetated area on the entire island. Chot keeps a pair of slaves at work constantly in the dungeon below the mansion, pumping water from a deep well to a fountain in the garden. The fountain is in the center of the pool, and the overflow is used to irrigate the rest of the garden.

The garden is surrounded by a 10-foot-high wall, without any spikes or other barriers atop it. There are a number of exotic plants growing here: tropical ferns, bushy conifers, and a dazzling array of flowers. The water from the fountain is clear and cool, as is the pool surrounding it. That pool is deep enough for swimming. The stream then winds its way through the plants, into a small pond covered with lily pads, and out through a small grate in the garden wall, and then through another grate in the wall surrounding the palace grounds.

During the day there is a 10% chance that Chot Es-Kalin is found in the garden. If he is here, 75% of the time he is accompanied by 1d6 guards.

The Great Hall is connected to the rest of the manor by an L-shaped hallway. This hallway is considerably plainer than the formal hall-its walls and floor are worn wooden planks, and no attempt has been made to adorn it in any way.

A air of minotaur guards stand at the door to Chot's entry hall at all times. If these guards see anything amiss, they ring an alarm bell (hanging on the wall) that summons all of the guards from the barracks.

The entry hall to Chot's living quarters is furnished in some luxury, with a dining table, several soft chairs, a fireplace, plush rugs, and even a chandelier.

Another pair of crystal glass doors leads from the entry to the garden. These provide a lovely view of the fountain and pool from the room itself. A lockable, and usually locked, door leads from the entry to Chot's apartment itself.

Chot's apartment is also luxuriously furnished. His harem lives here. These are four full-grown female minotaurs (same stats as males) who fight every bit as ferociously as their masculine counterparts. In addition, Chot himself is always here at night, and 50 % of the time during the day.

The apartment floor is covered with rich rugs and mattresses. Oil lamps burn in the corners of the room, and the strong smell of incense fills the air. Hanging on the wall to the left of the door is a massive battle axe. The weapon requires a Strength of at least 18/75 just to wield it. In the hands of one this strong, or stronger, it functions as a *halberd +4*. Additionally, it bestows upon its wielder one extra attack per round. The axe, of course, is Chot's personal weapon.

Other items of value in the room include a crystal decanter and a dozen glasses (worth a total of 250 stl), a painting of a ship in a storm upon one wall that is worth perhaps 1,000 stl, and a chandelier, glittering with diamonds, that hangs in the center of the ceiling. The chandelier is worth no less than 2,500 stl. All of these items are very fragile and hard to transport.

The barracks are the filth-strewn quarters of the minotaur guards. At least 20 of them are in here at any one time, sleeping, drinking, or gam-

bling. Their weapons are always close at hand, and the guards drop everything (except the winnings from the gambling table, of course) to leap into action.

At the end of the hallway is a small wooden door, firmly locked. It leads to a room with a stairway going down to the dungeon level below the mansion.

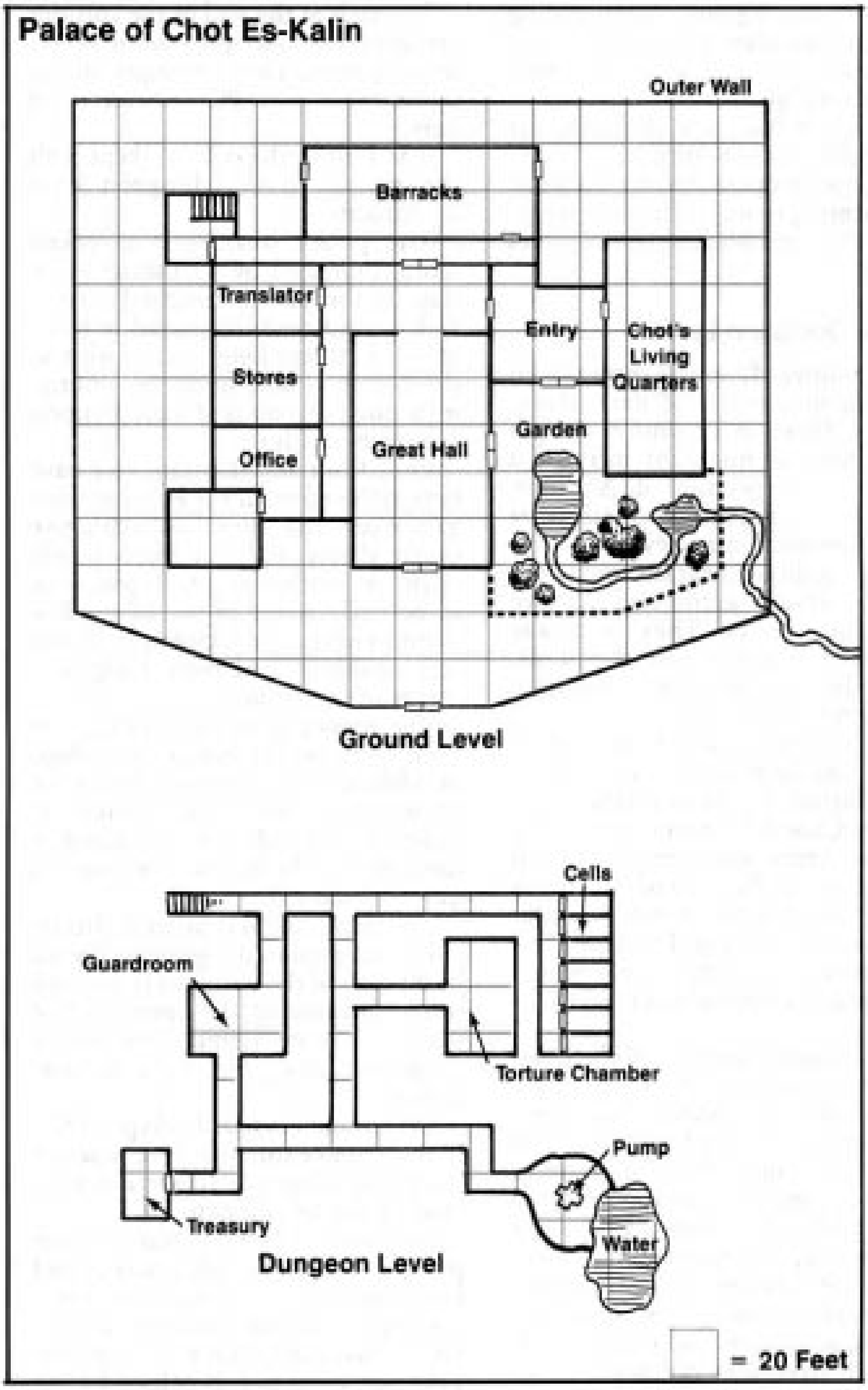
The office of the translator houses a minotaur officer on duty in the mansion at all times. This minotaur is one of the few who speaks Common and is used to interrogate prisoners and to perform other command functions that are below Chot himself. The translator has a key to all of the locked rooms in the manor.

The translator has 8 HD and 55 hp. He is armed with a *halberd* +2. His office contains a desk, several chairs, and a locked cabinet containing records of the lumber purchases from Flotsam and Saifhum. If PCs peruse the papers, they find that all of the lumber has been delivered, and that all scheduled ship construction is nearly done.

The storeroom is next to the translator's office. In here are the finest foods and wines to be found on all of Mithas. Chot hoards them, even to the point of letting some of the food rot, rather than sharing them with his countrymen.

The last office here is the personal workplace of Chot Es-Kalin himself-not that he does much work, of course. The room is furnished more as an extra apartment where the minotaur king goes to get away from his harem every now and then.

He does have a small desk in here, with a locked drawer that is protected by a poisoned needle trap. The trap is activated by any failed attempt to pick the lock, but not by an attempt to open the drawer itself. Within the drawer is the master plan, crudely sketched on parchment, for the subjugation of Eastern Ansalon. Also in the drawer is the copy of a written



order to his legions, commanding them to annihilate the kyrie for once and for all. Though the order is dated from several years before the War of the Lance, it indicates his feeling for his neighbors upon Mithas.

The back room to the office is a private meeting room, with sitting rugs, a low table, and decanters of wine and brandy.

Palace Dungeon Level

The stairway from the corner room descends in a region of dark, damp tunnels. There are no sources of light down here, as minotaur infravision allows them to get around. And they like to let the human prisoners suffer in the darkness, in any event.

The guardroom near the foot of the stairs is always garrisoned by two minotaur guards. They hear any intruders coming down the stairs, unless the trespassers are covered by some form of *silence.*

The torture chamber is used to extract information from captured spies. Torture for its own sake is not used by Chot for entertainment-he has the Arena and the Games for that, of course. But one of the lessons he learned from his temporary alliance with the Dragon Highlords was that pain can be a very persuasive tool in loosening a tongue that is reluctant to talk.

The chamber contains all the latest devices, imported from the Dark Queen's own painmasters from Sanction and Neraka—before the end of the war, of course. There are racks to stretch the unfortunate interrogatees upon, and spike boxes that close to cause severe, but non-fatal wounds. There are braziers and branding irons, and an assortment of hooks, gougers, squeezers, and clippers-all of which have uses not suitable for polite discussion.

Several of the braziers are kept warm, filled with slow-burning coal. These shed an eerie, very faint light that is the only illumination normally found down here.

The cells at the end of the corridor are used to hold spies destined for interrogation. They are empty, unless one or more of the PCs is incarcerated here.

The keys to the cells are kept with the guards in the dungeon level guardroom.

The palace treasury is a locked room, protected by a crushing block trap. If the door is smashed, or the lock is unsuccessfully picked, a block of stone 20 feet long, and as wide as the corridor, falls from the ceiling, inflicting 6d8 points of damage upon anyone beneath it.

Only Chot and the translator have keys to this room. If the PCs somehow gain access to it, they find six massive oaken chests. Each of them stands open, and each is empty. If you want to be really mean to the PCs, allow them to find a few copper pieces and one tarnished steel piece lying in a corner of the room.

The money from the treasury has been spent on the lumber and shipbuilding costs to increase the size of Chot's fleet. He is not bankrupt, however-his cash reserves, stored in the tower of the Northstone, are still quite substantial.

The pump room is located directly below the pool in the garden. The air in this part of the dungeon is cool and moist, because of the open pool of water beside the pump. This pool is deep and cool, fed by a natural spring.

One minotaur guard is kept in this room to make sure the slaves operate the pump diligently. There is a 50% chance that he is asleep.

Two human laborers stand at the pump for 12-hour shifts, raising and lowering levers to keep the water flowing from the fountain above. Fresh slaves are brought from the slave pen every day. If helped by the PCs, these slaves have no thoughts other than escape from the island. They do know the layout of the slave pens, however, and provide the PCs with any knowledge that they can.

h. Slave Pits

This area is a deep pit in the ground used as a pen for the many slaves of Lacynos. The steep sides are nearly 100 feet high, and consist of soft, crumbly dirt. Climbing them is virtually impossible without using a thief's *climb sheer surfaces* ability. Even a thief must check five times during the course of his climb, at 20-foot intervals.

At night, there are about 700 slaves imprisoned here. During the day, this number drops to about 200 as most of them are taken into the city to work. A file of 80 minotaur guards arrives at the pit at dawn every day. Aided by the 40 guards on permanent duty there, they march down a ramp to enter the pit and organize the slaves into a column 12 abreast. Thus bunched, the slaves are marched up the ramp, into the city, and to the shipyards. Small groups of slaves assigned to other tasks (cleanup, building construction, etc.) are broken off from the main column.

At dusk, the process is repeated in reverse, with the column originating at the shipyard, and gathering other slaves as it marches through the city toward the pit.

The guards at the it maintain a post at the bottom of the ramp (10 minotaurs), but the bulk of the 40 permanent guards are deployed around the rim of the pit. There is another post of 10 at the top of the ramp. In the event of an uprising, there are several retaining walls that can be collapsed within two rounds. These will drop tons of earth onto the ramp, burying any mob trying to charge upward.

The slaves are fed by a detail of their own that marches up the ramp at the end of the day, after the workers have returned. This detail (50 slaves) lugs huge vats of slop down the ramp, where it is distributed to the other slaves. This is the only regular meal, though slaves involved in heavy construction activities are fed during the day, once, in order to keep up their strength.

The slaves are a downtrodden lot, but they have not given up all hope. There are several in particular who will lend support and encouragement to an uprising attempt. Such an uprising only occurs with some outside (i.e., PC) agitation during the course of the adventure. If Missiva is with the PCs, she constantly encourages them to aid in such an escape attempt.

Some significant slave NPCs:

* Erick the Severed: This former Knight of Solamnia (10th level, 72 hp) has lost his left hand. He is rarely called upon to work because of this, but he is the spiritual leader of the slaves. He counsels those near despair, and aids any small-scale escape attempt he discovers. He is respected by the other slaves, and is a capable fighter despite his handicap.

* Sondra Mishasa: This stalwart woman is a cleric of Mishakal (9th level, hp 45). Her faith and healing powers have contributed greatly to the survival of the slaves. She generates food and water to enhance the poor rations of their captors, despite the threat of death—for sellcasting by any slave is a capital offense. She rasps at any hope to lead the slaves to freedom.

* Dalton James: This courageous thief (7th level, hp 31) plays the role of a deaf-mute around his minotaur masters. He understands the minotaur tongue and is a willing and eager worker. Thus he often overhears things from the minotaur overseers who take no notice of him. He knows, for example, of three large galleys lashed to the wharf in Lacynos—fully provisioned for sea. The ships are large enough to carry all the slaves, if they can but reach them. He has also heard that, within a month, hundreds of slaves will be assigned to the galleys as the fleet prepares to put to sea.

I. Arena of Games

This imposing coliseum is a testament to the labor of thousands of slaves-and has seen the deaths of many more for the entertainment of its barbaric throngs. It is constructed of the brownish stone common to much of Mithas. The brown color and crude architecture give it an undeniably hideous appearance.

A wide entryway from the city gives access the the huge viewing galleries. Chot and other VIMs, of course, have a private box near the floor of the arena, directly opposite the entrance. Every two weeks or so the minotaur king declares a day of games. The city becomes virtually empty (even guard details are cut in half) as everyone troops to the arena.

The games are almost always fights to the death. In any one day, perhaps 20 slaves lose their lives, as well as a host of other creatures from the cages below the arena.

The populace enters the arena through the main entry, to the south, and climbs into the stands via huge stone stairways that go up to the right and left. Also at the entrance is a passageway going down to the catacombs below the arena. These hold the cages and rooms for the "entertainers" (displayed on a separate map).

Arena Floor

The actual combat area of the arena is a hard surface of packed dirt. It is surrounded on all sides by a sheer, 20-foot-high wall of smooth stone. The only entrance into the interior of the coliseum is the gate that connects to area 112.

At the southern end of the arena, where the public gains access to the stands, a pair of tall iron gates stands closed. These are flush with the stone wall, and can only be opened from the outside. When opened, they create a 20-foot-wide aperture in the wall that connects the floor of the arena to the outside at ground level.

Lower Level

The ramp from the entrance descends smoothly into this underground region. The catacombs have been carved from solid rock. The air is cool but dry. Torches in wall sconces illuminate the area in flickering light.

The various bars used to separate parts of the catacombs from other parts are made of solid iron, and are thicker than normal human construction. Thus, all attempts to bend them suffer a -10% modifier. The doors are all made of solid iron and cannot be broken down by brute strength. The locks are crude, however, and all use the same key. Once a thief has successfully picked one, he receives a +20% modifier to all future attempts.

I1. Guardroom

The portcullis leading to this area can only be opened from inside the room, though no key is required to do so. The room always contains a single minotaur guard, except when slaves are in the catacombs or the games are in session. In those cases, 1d6+1 guards are here. The guard (or guards) has a key to open the doors within the catacombs.

I2. Office of the Pit Boss

This large, dark office smells of beer, sweat, and more unpleasant substances. It contains a chair and a table, as well as a large, locked cabinet. The cabinet is trapped with a vial of highly poisonous gas. If it is smashed open, the gas fills the room immediately. Characters in the room must roll successful saving throws vs. poison or die. Even those who save are able only to stagger to the door, where they gasp helplessly for 1d6 rounds.

There is a 75% chance that the gas is released following an unsuccessful attempt to pick the lock, and a 40% chance if the cabinet lock is picked without the proper key. The key is carried only by Bruud Saggar, the pit boss (see following).

The cabinet contains a small chest with 550 stl pieces in it, as well as records for past contests and schedules of future events. In addition, Bruud has a *shield* +3 in here, and two bottles of liquid. Both are magical potions, in four-dose bottles: a

potion of gaseous form and a *potion of speed.*

Bruud Saggar works and lives here. It would be difficult to find a more sadistic, vile, and unlikable character in all of Eastern Ansalon. Bruud is in charge of the Arena and all its activities. He appoints, with considerable relish, the slaves destined for the Games, oversees the contests, takes care of the animals and slaves so that they are capable of defending themselves when their numbers are up, and generally bullies everyone in sight-except Chot Es-Kalin, of course. Bruud is unfailingly polite and deferential to his king.

Bruud is big, even for a minotaur. (49 hp). His pride is fragile, and if his strength or prowess is insulted in any way, he battles the insulter himself. Of course, before the fight (which will be in the center of the cage room) he drinks a dose of his *potion of speed.*

I3. Guard Quarters

The minotaur guards posted permanently to the arena live here. The room is empty during feeding times (see Cage descriptions on this page) and during events at the Arena. At other times, 2d6 minotaurs are here.

The room is lain, with a sleeping mat for each of the 12 guards, and a crude stone table. Each of the guards also has a small footlocker containing weapons and 3d12 stl pieces.

I4. Weapons and Food Locker

This is the storage room for the weapons that are given to the slaves before releasing them in the arena. Weapons that can be found here include swords, axes, and spears. All of them are dull and in terrible condition. There is a 10 % chance each time one of these weapons scores a hit that the weapon breaks. Whether or not the weapon breaks, the dullness of the blades causes a -1 penalty to all damage rolls inflicted with that weapon.

The room is also used to store barrels of salted meat and hanging carcasses of fish, sheep, and slaves that have recently died. These are fed, sparingly, to the monsters in the cages. The monsters are fed just enough to keep them alive, since the minotaurs want them hungry for the arena.

Finally, there are 15 long pikes hanging on the wall in here. These are used by the minotaur keepers to handle the monsters when they move the creatures to and from the arena.

I5. Cage Room

This cavernous chamber provides access to the five animal cages below the arena. Torches flicker in the walls, and the smell is a mixture of smoke and animal filth. The barred doors to each cage can only be opened from the outside, but they are latched—not locked.

This is where Bruud brings insolent prisoners for his private duels. A favorite tactic is to drive the prisoner against the bars to one or another of the cages, where the imprisoned and half-starved animals strike through the bars to the best of their abilities.

The monsters are fed every day at sunset. The minotaurs drag in whatever old meat seems most likely to rot, and toss it through the bars into the various cages. Each cage also has a trough of water, half in and half out of the cage, which is filled once per day.

I6. Manticore Cage

Three adult manticores are kept in here. When their cage door is opened, they attack whatever target is nearest. If given an equal choice between minotaurs and others, however, the manticores strike at the minotaurs—they have been here for a long time, and the bull-men have not been gentle captors.

The tail-spikes of the manticores have been plucked in order to keep them from shooting them at the wrong victims. All of their other fighting tools have been left intact.

I7. Hydra Pen

The five-headed hydra kept in this cage is a favorite of the minotaur crowd. Stories are still told, with little exaggeration, of the time when the hydra simultaneously devoured five slaves during the Games! Like the manticores, the hydra attacks anything and everything in its path.

I8. Draconian Pen

This cage holds five Kapak, three Baaz, and one Aurak draconian. They were captured by minotaurs at the end of the War of the Lance, and are kept here secretly. Chot still does not want his former allies and masters to know that he is holding some of their minions in his cages, so the draconians have not yet been used in the arena.

The wings of the draconians have been clipped so that they can no longer glide, nor do they receive their normally enhanced movement rate when charging.

While these are a brutish and angry lot of monsters, they are more intelligent than the previous two lots. The draconians hate the minotaurs with a burning passion. They are disciplined enough to respond to the commands of the Aurak draconian, and will not automatically attack when given a chance. The Aurak is determined to lead this band to safety, reporting Chot's treachery to one of the Highlords. It will not harm, nor allow the others to harm, anyone who rescues them. It will even create a diversion by its own escape should the PCs ask it.

The Aurak is trained in navigation by starlight. It can lead the other draconians to the waterfront, where they try to steal a boat and head for the mainland.

Of course, these draconians are by nature evil creatures, enemies of man. Should the PCs attack them or even antagonize them, the normal state of affairs (combat) will erupt between the two parties.

I9. Ogre Pen

The hapless monsters imprisoned here were also once allies of the minotaurs. Now they, too, are used to entertain the brutal masses of the bull-folk in the Arena of Games.

There are 12 ogre males in the cage. Like the draconians, they are sensible enough to be motivated by a desire to escape, not just to kill anything they can. If liberated, they do not actually help whoever set them free, but neither do they attack them. They make for the waterfront to try to steal a ship. Since none of them know how to sail, chances are very good that the lot of them will end up in the Maelstrom.

If the draconians and the ogres are released at the same time, the two groups of monsters try to make their escape together. The Aurak draconian takes charge of the group, and the ogres grudgingly follow.

I10. Kyrie Pen

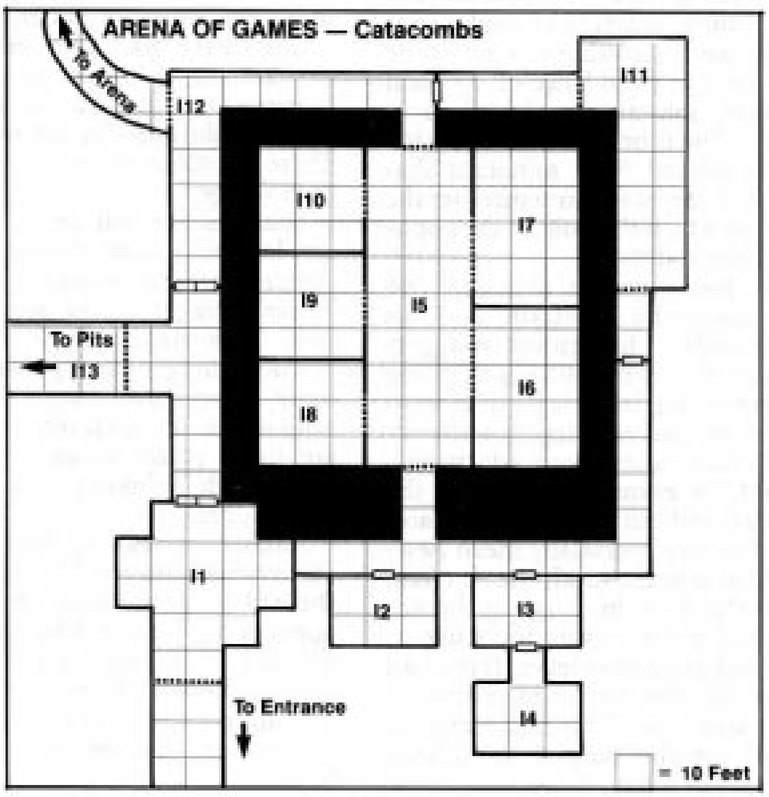
There are 10 adult male and three adult female kyrie in this cage. All have had their wings plucked clean of feathers, so they cannot fly. They are humiliated by this state of affairs, and want more than anything to die with honor-preferably in battle with a minotaur.

If Missiva is with the PCs, she can probably convince the kyrie to escape and go on living and fighting. These kyrie know about the tower and the Northstone, and share this information with the PCs if the characters help them to escape.

I11. Slave Pens

This room is used to hold the human slaves destined for combat in the arena. It is empty after the Games, but slaves are gradually brought here in the weeks before the next event.

There are 1d12 slaves in here when the PCs reach this area. Half of these are fighters, levels 1d6 (roll randomly). The other half are O-level humans.



The slaves that are kept here are those that have proven troublesome to the guards, usually through defiance or resistance. They are a spirited lot, and prefer anything to facing death for the entertainment of their captors.

The slaves are fed through the bars at the southern end of their enclosure. The minotaur guards simply approach, throw a few stale loaves of bread, and perhaps some rotted meat, through the bars and then leave.

I12. Exit to Arena

The portcullis barring access to this area can be opened only from the inside. It leads into a long, curving passage that slopes upward through a full circle. The passage ends at the arena floor, directly opposite the entrance to the coliseum. There another portcullis—also opened from within-allows passage into the stadium itself.

I13. Exit to Pits of Doom

Prisoners led down this tunnel can sense the warmth in the air almost as soon as they are led past the portcullis (which, of course, opens only from the inside). The tunnel floor descends at a shallow angle for about 400 feet until it reaches the entrance into the Pits (area J).

J. The Pits of Doom

Sometimes, for the execution of very special prisoners, or when Chot decides to treat his subjects to a particularly cruel spectacle, the duels in the arena are moved to the Pits of Doom.

A great, semicircular gallery sits to the east of the pits. Thou h it cannot hold quite as large an audience as the arena itself, its capacity is large.

The stage for this activity is unique, and deadly. The Pits of Doom are actually one large bowl, superheated by a deep geothermal source. The base of the bowl is made of lava with a thin crust. In places, the crust has bro-

ken apart to reveal fiery, liquified rock bubbling and seething below. Any individual coming into contact with this blistering surface suffers 4d6 points of damage per round.

Scattered around this hellish hole are islands of black rock, rising some 40 feet from the lava itself. These islands are connected by a pattern of bridges as shown on the map of Lacynos (page 14). One of these bridges leads under the viewing gallery, connecting to the tunnel that rises to area 113, under the arena.

The bridges are 20 feet wide, but have no railings along the sides. They arch high over the lava pits, so a fall from one of them usually means certain death. A character who slips or gets pushed from a bridge can be given a single Dexterity Check to see if he arrests his fall. If successful, he manages to wriggle back onto the bridge-but of course, he is completely vulnerable to all attackers during the round he does so (+4 penalty to AC).

Characters falling from the bridges or islands onto the lava suffer 1d12 points of damage from the fall, as well as the heat damage (per round) indicated earlier.

The heat rising from the lava is extremely debilitating to anyone on the rock islands or bridges, such that he must roll a successful saving throw vs. breath weapon every other round that he spends exposed to the heat. Each failure reduces a character's Constitution score by 1, temporarily. When a character's Constitution reaches 1, he can no longer move or fight-in effect, he loses consciousness.

A creature without a Constitution score saves as a fighter of the same level as its hit dice. Each failed saving throw vs. breath weapon results in a loss of 1d4 hit points.

Chot's idea of sport is to release a captive-usually a human slave, but sometimes a kyrie or other unfortunate creature, at the beginning of the bridge to the first island. The victim is given a minute or so to flee from the horror that is about to be released behind it. (The horror is usually one of the other monsters from the cages below the arena, but sometimes it might be a band of minotaur warriors who have volunteered to prove their bravery before their king.) The victims are often provided with the low-quality weapons from room 14.

Then there is a merry chase from bridge to island to bridge, until a fight is forced. If the loser is not pushed into the pits during the course of the fight, the corpse is unceremoniously dumped there following the conclusion of the combat.

Other encounter areas

3. Villages of Mithas

The small villages in the interior of the island have many things in common. The following description applies to most. (One village, Thorador, is described in more detail in module DL15, *Mists of Krynn.)*

The village is a rude collection of shabby huts, centered around a couple of stone buildings. One stone building is the residence of the local chieftain, sometimes referred to as "Lord." The other stone building is a temple tended by a minotaur shaman. The rest of the structures are the hovels in which the bulk of the population live and work.

The lord's manor contains 2d6 minotaurs—the chieftain and his bodyguards. This group swaggers through the town, bullying anything and everything in their path. If word reaches the lord of strangers in the village (which takes about 1d6 turns), he and his entourage seek out the intruders and put them in their place. This does not necessarily mean beating them into the mud; the chieftain asserts that he is in charge in this village, and if the visitors don't like it, they can fight him or leave. If the lord doesn't like the attitude of visitors, he might attack (with his henchmen, of course) for the purpose of driving them out of town.

The actual manor house of the lord is as filthy as any hut, but he has better food and drink. He might (60% chance) also have a randomly determined magical item, and he has 1d100x2 stl pieces worth of treasure locked in some secure hiding place. His house might consist of as many as four or five rooms.

The village temple does not look like a church from the outside, but it is a large, one-room temple. It is staffed by a minotaur cleric of 3d to 6th level. This cleric, a devotee of Sargas, has little time for non-minotaurs. However, a suitable payment may entice him to help any travelers requesting his aid. "Suitable" means as much money as the cleric thinks he can pry from the visitors' purses.

Most of the villages (80%) have one or two inns, of the minotaur type described in Lacynos. They generally have few craftsmen of any sort, although a weaver and leather-worker can be found in most towns. There is a 25% chance of finding a blacksmith, carpenter, or miller.

The villages have a few humans living among the minotaurs, since humans take many of the shepherding tasks shunned by the minotaurs. There are many sheep in and around each village.

Some of the villages-those that are located in the mountains-are centered around mining operations. These villages differ significantly from the lowland villages.

The mining villages generally have more robust economies. Each contains several inns or taverns, and these are lively places around the clock, filled with drinking and drunken minotaur miners.

Mining towns always have a smelter and several smithies. The smoke from these places gives the air a heavy, dirty appearance-much like the towns themselves. In addition, there are one or two corrals with heavy wagons for hauling the metal to Lacynos. These wagons are hauled by oxen, not horses.


T. YEATES

The mining camps, and their wagon caravans of metal, are occasional targets of kyrie raids. About once per week the birdmen stage an attack on some aspect of the mining operation on Mithas. If the PCs visit one of these communities, feel free to stage an attack then, so that they can see firsthand the enmity between the minotaurs and kyrie.

4. The Watchtowers

Along the southern shore of Mithas, overlooking the strait called the Eye of the Bull, stand five sturdy towers. Each is located upon a high rocky promontory and offers a view across the strait as far as Kothas. The bases of the towers stand at the tops of coastal cliffs, 200 to 300 feet above the sea. The towers themselves rise another 60 feet into the air.

Atop each tower is a powerful beacon-a bright lamp with a huge reflectin mirror behind it. These are lighted from dusk until dawn every night, and serve to enable safe passage for minotaur vessels through the straits.

Each tower uses the same architecture. The encounters. residents. and traps of the towers vary however. The following description covers the physical layout of the structures and applies to all five watchtowers. Following this, the specific features of each tower are described.

The outside of each tower is not exceptionally smooth-thieves can climb the walls at their normal rates and chances of falling. However, the top of the tower is protected by an overhanging parapet. It is impossible to move from the wall to the top without some kind of magical aid to climbing—or perhaps through the use of tools and climbing proficiency as explained in the *Dungeoneer's Survival Guide.*

Ground Level

The single access door into the tower is a sturdy wooden slab. It is barred on the inside.

The large room at the base of the tower has several tables and chairs in it. During the day, light enters from the narrow windows set halfway up the sides of the tower (shown on the Middle Level map).

A wide staircase spirals up the inside wall of the tower, as shown on the map. It spirals in three revolutions around the inside of the tower before reaching the top level.

To the right of the entrance, a door leads into a large room, designed as a barracks for the tower's guardians. This room is furnished with six rough-hewn beds, another table, and a footlocker beside each bed.

To the left of the entrance, a door leads into a hallway with the stairs leading down to the underground level. Another door, locked with an iron latch and requiring a key usually kept by the captain of the guard, leads into an office and storeroom. This room was designed to hold the important records of the tower's sentries, as well as spare oil for the lamp, weapons for the guards, and other odds and ends.

Underground Level

This cellar has been hewn from the rock and dirt of the ground beneath the foundation of the tower. It is damp and dark, with no source of illumination down here at all.

The one room with a door on it is a cell for the occasional prisoners that might be apprehended by the tower guards-pirates or spies trying to slip ashore along the southern coast, or fugitives trying to escape Chot Es-Kahn's swift forms of justice.

The large chamber at the far end of the cellar is used to store food and drink for the guards. It contains barrels of saltpork and bacon, dried fish, and a variety of really cheap wines.

Middle Level

There is no platform or floor at the middle level of the tower, but a row of windows have been placed in the wall here. Each window is three feet wide and six feet tall. They have no bars or panes of any kind on them.

Top Level

The spiral staircase ends in a short ladder that leads to a trapdoor in the roof of the tower. The trapdoor is never locked, but it opens upward so a heavy weight upon it will force a Strength Check from someone trying to push it open from below.

The beacon consists of a large vat of highly flammable oil topped by a wick that burns within a glass ball. The top of the glass ball is open, to allow the heat and air to escape, while several draft adjustments on the bottom of the ball determine how brightly the fire burns.

Sitting upright, on the landward side of the flame, is a huge, curved silver mirror. It reflects and amplifies the light from the wick into a beacon that can be seen for 20 or 30 miles. All of the watchlights can easily be seen from the northern shore of Kothas on a reasonably clear night.

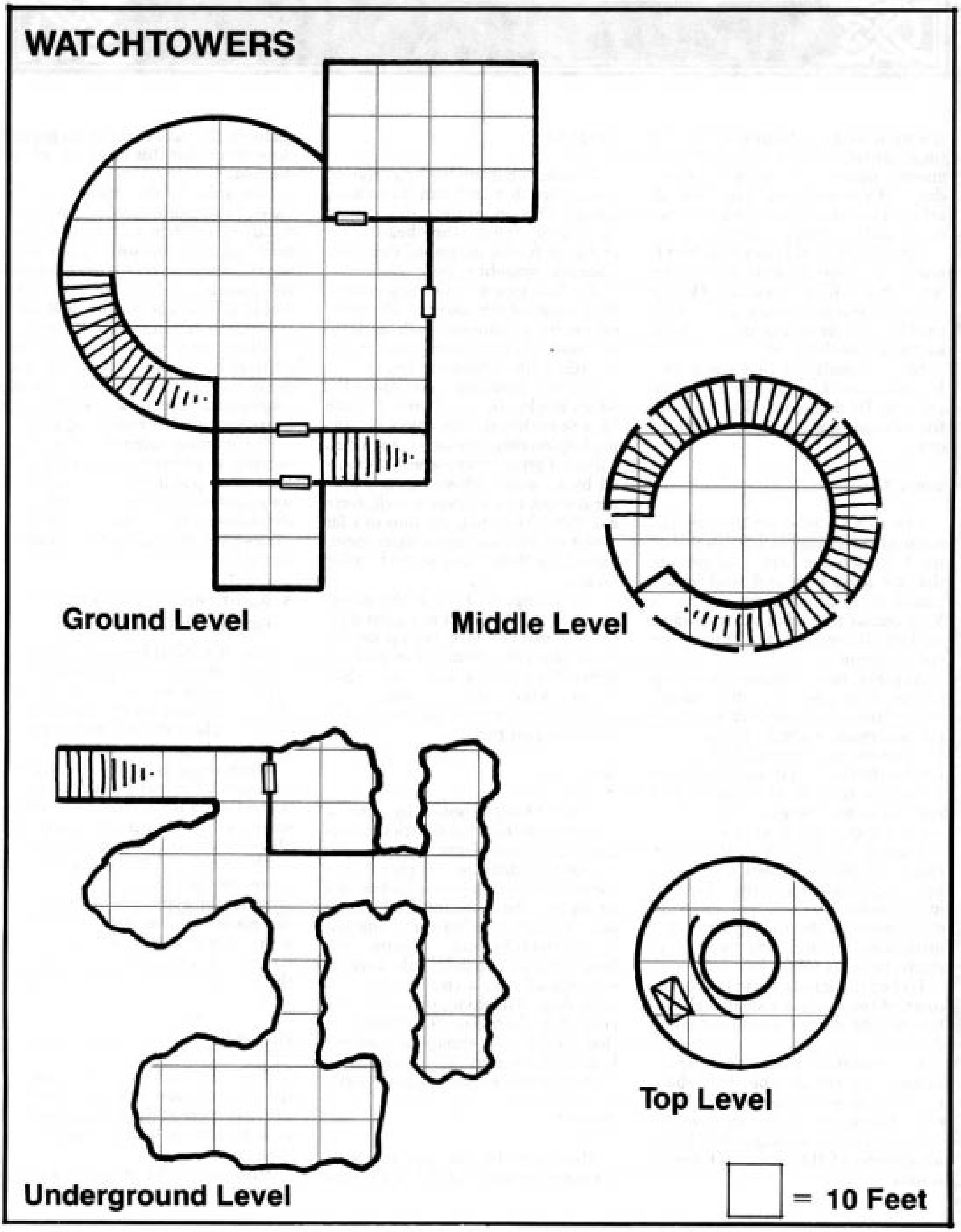
Specific Watchtowers

The towers are inhabited by different creatures and challenges, Several of them offer clues to the location of the Northstone. The towers are described from left to right (as they are shown on the map of Mithas). Thus, tower #1 is the westernmost tower and tower #5 is the easternmost tower.

Tower #1

The beacon on this tower is operated by a human slave who lives on the top of the tower. He is fed every two or three days by the minotaur guards from tower #2, who leave him rations and water for several days at a time.

The slave is kept up here by his jailers-three carrion crawlers that roam freely about the inside of the tower. The minotaur guards throw


WATCHTOWERS
Ground Level
Middle Level
Underground Level
Top Level
= 10 Feet

raw meat to the hideous insects upon their arrival. This gives them just enough time to get up to the slave, drop off the food, and leave. At all other times, anyone entering the tower is attacked almost immediately.

The slave is an old man from Nordmaar. He wants to steal a boat and return home if he is rescued. He can also share this bit of information with the PCs: "There is great treasure to be had in the sixth tower!"

He has overheard that statement, but does not know where the sixth tower is. He does know that there are five beacon towers on this stretch of coast.

Tower #2

This tower is manned by a detachment of minotaur guards. Twelve of the bull-men live here, making sure that the lamp is lit and sending out patrols to the other towers. There is a 50% chance that all of the minotaurs are here. If not, 1d4+2 of them are out on patrol.

At night, two minotaurs are on top of the tower, tending the beacon. Half of the others are sleeping in the barracks room, while the rest are gambling in the main room of the tower. It takes the sleeping minotaurs 1d4+2 rounds to arm themselves and respond to an emergency. The minotaurs on top of the tower stay there.

During the day, all of the minotaurs are armed and alert. Half occupy the main room and the others are in the cellar, the weapons room, or other parts of the tower. The other minotaurs require 1d4 rounds to reach the main room.

Locked in a strongbox in the supply room of the tower is a small vial containing one dose of *potion of invisibility*

If a minotaur from this tower is captured, it can give no clues about the location of the Northstone. However, if persuaded to talk by *charm* or other means, it willingly details the inhabitants of the other four watchtowers.

Tower #3

This beacon is tended by a creature tamed by Chot Es-Kalin himself-a lamia. This monstrous thing stays here and tends the beacon in exchange for the occasional slave that Chot has brought to her.

The lamia stays in the main ground floor room of the tower at all times, except for 15 minutes each at dawn and dusk when she climbs to the top to extinguish or light the beacon.

She is essentially very cowardly, which is why she has chosen this safe lifestyle for herself. She enjoys devourin helpless prey. The lamia can put up a front of great ferocity when confronted by an attack. However, each time she is struck by a weapon or spell, there is a 50% chance that she runs to a far corner of the room and cringes there, pleading with the characters to hurt her no more.

In exchange for her life, she promises to reveal the secret to a great treasure. If the PCs take her up on the offer, she tells them "The path to riches lies over ice and snow." She doesn't know what it means, but believes it to be true, for this is what Chot has told her.

Tower #4

Tower #4 is garrisoned by a minotaur detachment that functions identically to that of Tower #2.

The only difference is that in this tower, instead of a potion locked in a strongbox, the characters find a small jar, crudely labeled in Common "Unpettrefukashun Ointmunt." Inside the jar is a pasty substance. If smeared all over a creature that has been turned to stone, it returns that creature to flesh. The PCs might note that the jar holds enough to coat two human-sized bodies-it once held more, but quite a lot has been used.

Tower #5

This tower has perhaps the most fearsome guardian of them all, concealed at the back of the main ground floor room. For this is the lair of the medusa.

She lurks in the shadows at the back of the room. Her torso is visible to any PCs standing at the door, but her head is not. As with all medusae, her body is exceptionally voluptuous-and clothed to reveal this to full advantage. She will softly invite the characters into the room.

When one or more members of the party come within 30 feet, she suddenly turns up the lamp that she has concealed beside her and gazes at the intruders with her horrifying eyes.

The medusa defends the tower as savagely as possible, but she will not leave it to pursue the PCs. If she is somehow subdued and questioned, she knows that Chot's treasure is somewhere on the northern end of the island.

5. Bullshorn Peak and The Great Glacier

The PCs should eventually figure out that their destination is near the highest mountain on Mithas, or near the only icefield on the island. Both of these clues should lead them to Bullshorn Peak.

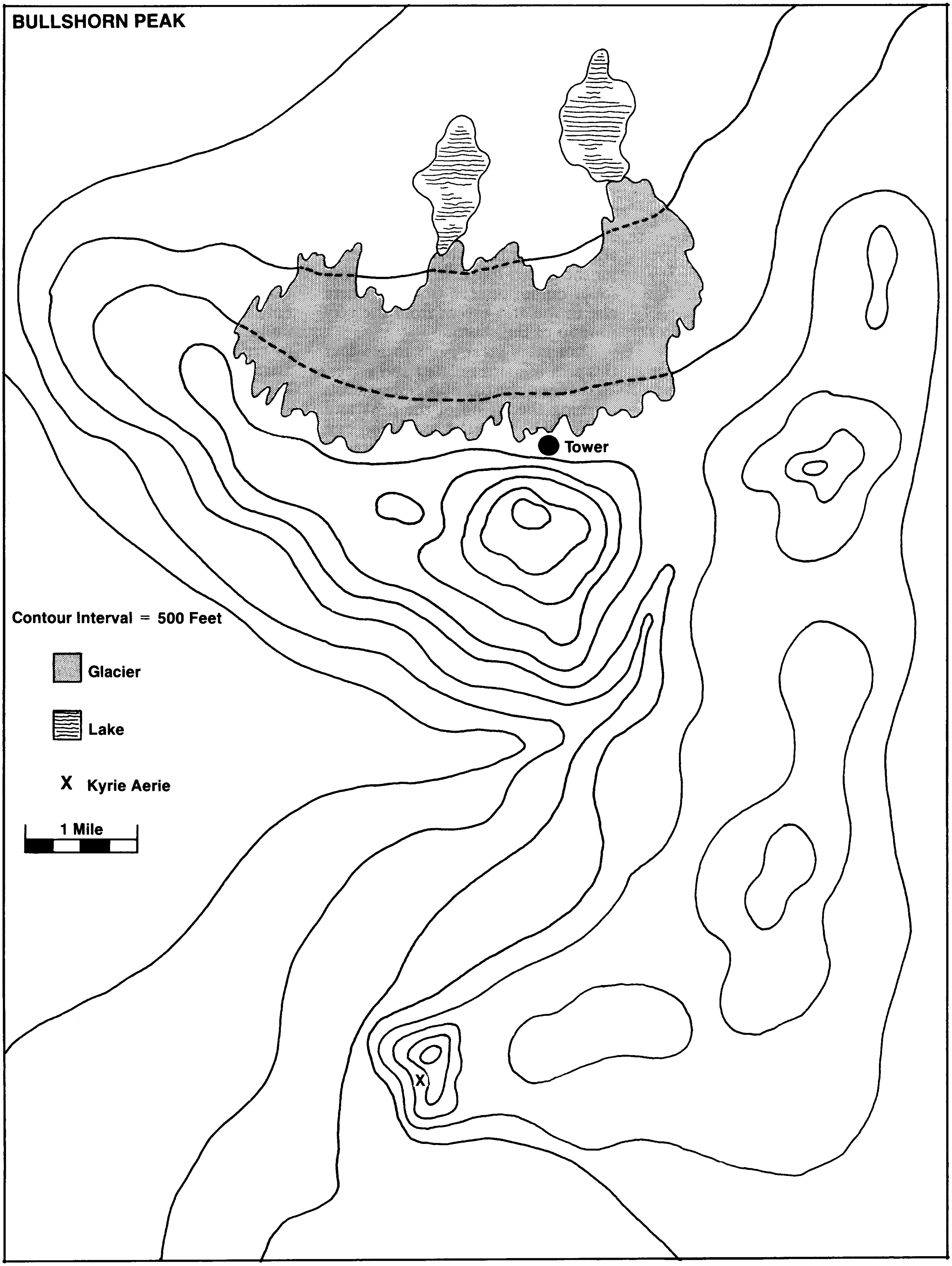
There are no trails into the region, of course. The party must make its way overland across terrain covered by steam vents, sharp cliffs, jagged, abrasive rock, and enemies.

The exact occurrences along the route are determined by the PCs' direction of approach. If they climb the glacier on the north side of the tower, they will generally have an easier time of it than if they try to cross the mountains to the east, south, or west.

Glacier Route

The tower is visible from the foot of the glacier, but only to characters directly below it. Ridgelines block the view to anyone west or east of that spot.

Snow covers the glacier to a depth


BULLSHORN PEAK
Tower
Contour Interval = 500 Feet
Glacier
Lake
X Kyrie Aerie
1 Mile
X

of about a foot. The surface climbs steeply from the north to south, but not so steeply that climbing checks are required. Characters who climb it early in the day find the footing secure, though they have to kick steps into the crusty surface. It takes five hours to climb the glacier.

Characters climbing later in the day encounter softer snow and a risk of avalanche. For each hour after noon, until 6 PM, there is a 5 % chance (cumulative) of a snowslide starting. For example, by 4 : 00 there is a 20% chance. Check once every hour.

An avalanche affects all characters. Each gets a chance to make a Dexterity Check to avoid any effects, throwing himself prone and staying put. A character who is swept away suffers 3d6 points of damage and can make another Dexterity Check halfway down the slope (he is swept to the bottom if he is less than halfway up the slope). Failure in the second Dexterity Check means the character slides all the way to the bottom, and suffers an additional 2d6 points of damage.

The Yeti: The lair of a yeti lies squarely in the path from glacier's base to the tower. The lair is invisible from the outside, but it lies between a pair of rocky outcrops that are easily seen. In order to bypass the lair, climbers must go to the right or left of the rocks, and this adds an extra hour to the climb.

If the PCs have been warned by the kyrie, they can either avoid the yeti encounter, or sneak up on the creature's lair and attack it there. Otherwise, the characters stumble upon the creature in its lair. The lead character (or two or three characters if they are climbing abreast of each other) must make an Intelligence Check to avoid suffering the paralysis of the yeti surprise ability.

If the PCs get into the lair, they find it to be a snowcave tucked into an icy crevasse. Amid the bones and belt buckles of the yeti's previous victims, the PCs can find a pair of *gauntlets of ogre power.*

Mountain Route

Characters deciding to climb over Bullshorn Peak have to do more work, and more fighting, than those opting for the glacier route. In addition, the tower cannot be seen from anywhere else in the area except from the very summit of Bullshorn.

Chot takes great pains to see that this area remains isolated and secret. To that end, he has numerous patrols roaming the region of the peak and the mountains to the south and east of it. The valley leading to the west is barren of any cover, so any daylight approach is spotted.

Once an intrusion is spotted, the minotaurs quickly gather their forces (40 minotaurs) and move toward the intruders. This band includes Garth Kalin and a dozen dire wolves as well as the minotaur troops. The PCs, if they are at all observant, see this gathering and have the option to flee. However, the wolves stay on their trail and race ahead of the minotaurs. Unless the PCs lose the pack by crossing streams repeatedly (50 % chance each crossing) or using some magical means, they have to fight the wolves eventually.

If characters try a different approach to the high mountain region, they avoid having *to* face all the monsters at once. However, there is a 10% chance every turn that a group of sentries finds and attacks them. These groups are as follows:

D6 Roll	Sentry Group
1-4	1d4+2 Minotaur Guards
5	1d6 Dire Wolves
6	Garth Kalin

Garth Kalin

Garth is a cousin of the minotaur king. Poor Garth never quite got it all together, being far less intelligent than even the average minotaur. However, he is the largest and strongest minotaur in known history. Chot avoids family embarrassment , and gives Garth something meaningful to do, by assigning him guard duty on top of Bullshorn.

Garth has 12 + 6 HD, for 86 hit points. In other respects, he is treated as a minotaur. The only language Garth speaks is minotaur (and that only barely!). If the PCs try to communicate with him in that language, he can probably be confused into not attacking them. Otherwise, however, his full bulk is thrown into the defense of his post.

If the PCs have not encountered Garth on their journey up the mountain, they find him when they reach the top. Also there, incidentally, they see the Tower of the Northstone below them.

6. Aerie of the Kyrie

If the PCs move into the more remote and mountainous regions of Mithas, they spot the graceful soaring shapes of the kyrie occasionally diving among the peaks. If they spend a little time observing the birdmen, they will be able to identify the location of some kyrie lairs.

The lairs of the bird-men are few, and those are scattered among the highest, most inaccessible peaks of the island. These aeries are located halfway up sheer cliffs, or atop craggy pinnacles that are difficult or impossible for land-bound creatures to scale.

The location of one aerie is shown on the Bullshorn Peak map. There are perhaps half a dozen on the island, so the PCs can have this encounter elsewhere, as long as they spend some time making their way through the high mountains.

If they have the baby kyrie with them, they will have a straightforward way of establishing their friendliness-if they return the fledgling to its own race, they become known as allies worthy of aid. If they do not have the fledgling, the kyrie are suspicious of them. They do not

attack the PCs, however. In fact, if the PCs fight a group of minotaurs within sight of the kyrie, there is an 80 % chance that the bird-men help the characters out.

Aerie Description

Each aerie is a located in a cave. The caves are shallow and wide, giving them lots of light and air. A layer of straw lines the floor of the entire chamber.

The aeries are clean and pleasant places, offering spectacular views of surrounding mountainscapes. They are difficult to reach, but any thief can ascend to an aerie by successfully climbing the sheer surface below it. These cliff faces offer enough wide ledges that a thief can usually trail a rope of 100 feet or more in length to enable the other members of the party to climb behind him.

Of course, if the kyrie do not want the humans in the aerie, the climb is considerably more difficult, since adult kyrie attack the climbers along the entirely exposed climb.

Each aerie contains 3d6 mature kyrie, equally split between males and females, and 4d6 kyrie young. They have little in the way of treasure or possessions, save for their stone axes and a supply of rocks to use as missiles or bombs.

Information

The kyrie speak Common, in a very clipped and precise fashion. If they sense that the PCs are allies, they speak of their missing talisman-the Northstone. They suspect that it is in the tower above the glacier. If the PCs express an interest in retrieving it, the kyrie tell them that the glacier route seems the safest of the land approaches. They will also warn the characters about the yeti lair.

7. The Tower of The Northside

The PCs' quest brings them to the foot of this stone building, high on the slopes of Bullshorn. Here they can find the Northstone and the remains of Chot 's treasury. In addition, of course, they must face some horrid monsters and treacherous traps.

Exterior

The tower is an 80-foot monolith rising from a blockhouse. It has no windows, and only the door shown on the map connects the interior of the tower to the outside.

The top of the tower branches out into four "wings"— platforms extending onto overhangs beyond the actual tower walls. However, unlike the watchtowers, there is no continuous overhang that prevents a climber from getting on top of the tower. Instead, the sticky trap on the top of the tower (see encounter L) serves to discourage this means of illicit entry.

A. Main Guardpost

These double doors lead into a wide room. Six of Chot's elite bodyguard are stationed on permanent duty here. These are minotaurs with the maximum number of hit points (5 1). Each is armed with a halberd, and they receive a + 1 modifier to all damage rolls because of their strength.

These minotaurs live, eat, and sleep in this room, so they are always encountered here. The room contains several chairs, a desk (for taking the records of newly arrived students), and sleeping mats.

B. Dining Hall

This is the room where the students are fed. It contains three long tables, each flanked by a pair of benches, and a small kitchen and cooking area. A large pot of unidentifiable gruel is kept boiling over the hearth. Twice daily-just after dawn and just before dusk-the students of the navigator's school come here to eat.

C. Hallway

This room connects most of the areas on the ground floor of the tower. The doors leading into and out of it are unlocked, except for the door to room D.

D. Treasury of Chot Es-Kalin

The metal door protecting this room is fitted with two locks. Both must be picked before the door can be opened. Because of the solid nature of the portal, all attempts to smash it down suffer a -10% modifier to the character's chance of opening it.

Within the room, the party finds four heavy wooden chests. The one closest to the door is not locked, but the other three are.

If the unlocked chest is opened even fractionally (like to see if it is locked or not) a 16-HD fire elemental bursts out. It is the guardian here, and its task is to drive away or slay all intruders. Once there are no characters in the treasury room, the fire elemental returns to the chest and closes it.

The other chests contain the treasure hoard of Chot Es-Kalin. One contains 5,600 stl. Another contains 50,000 stl worth of gems. The third contains 1,000 pp and 6,200 sp.

E. Teacher's Quarters

The instructor for the School of Navigation sleeps here. He can always be found here during the hours of darkness. Otherwise, he is in the classroom (J).

His name is Master Tauro, and he is a brutal taskmaster. His surly nature extends doubly to intruders into the school. Though Tauro is not a great fighter himself, he is smart. If he becomes aware of an attack in the tower, he gathers his students and prepares an ambush for the characters when they reach the third level.

Tauro's room contains a huge, comfortable bed, a desk, and several chairs. He keeps a cool jug of wine on

the floor next to the bed.

F. Look Out—It's a Trap!

The door to this room opens easily. The chamber looks like a short hallway, with another door at the far end. The second door, in reality, is a fake. If it is opened, the floor in here drops away to lunge the characters into a 40-foot-deep pit trap (4d6 points of damage).

Characters can attempt a Dexterity Check, with a -6 penalty to Dexterity, when the trap is triggered. Success means that the character has caught one of the edges of the trap and now hangs there precariously, instead of falling.

If this trap is triggered, it makes enough noise to alert all of the minotaurs in the tower. They gather just outside this area and kill or capture the characters as they emerge.

G. Dormitory

This room houses the navigation students at the school. There are ten hard bunks in the room, as well as several tables and chairs. The room is occupied by the eight students during hours of darkness. Otherwise, the class is in the dining hall or the classroom.

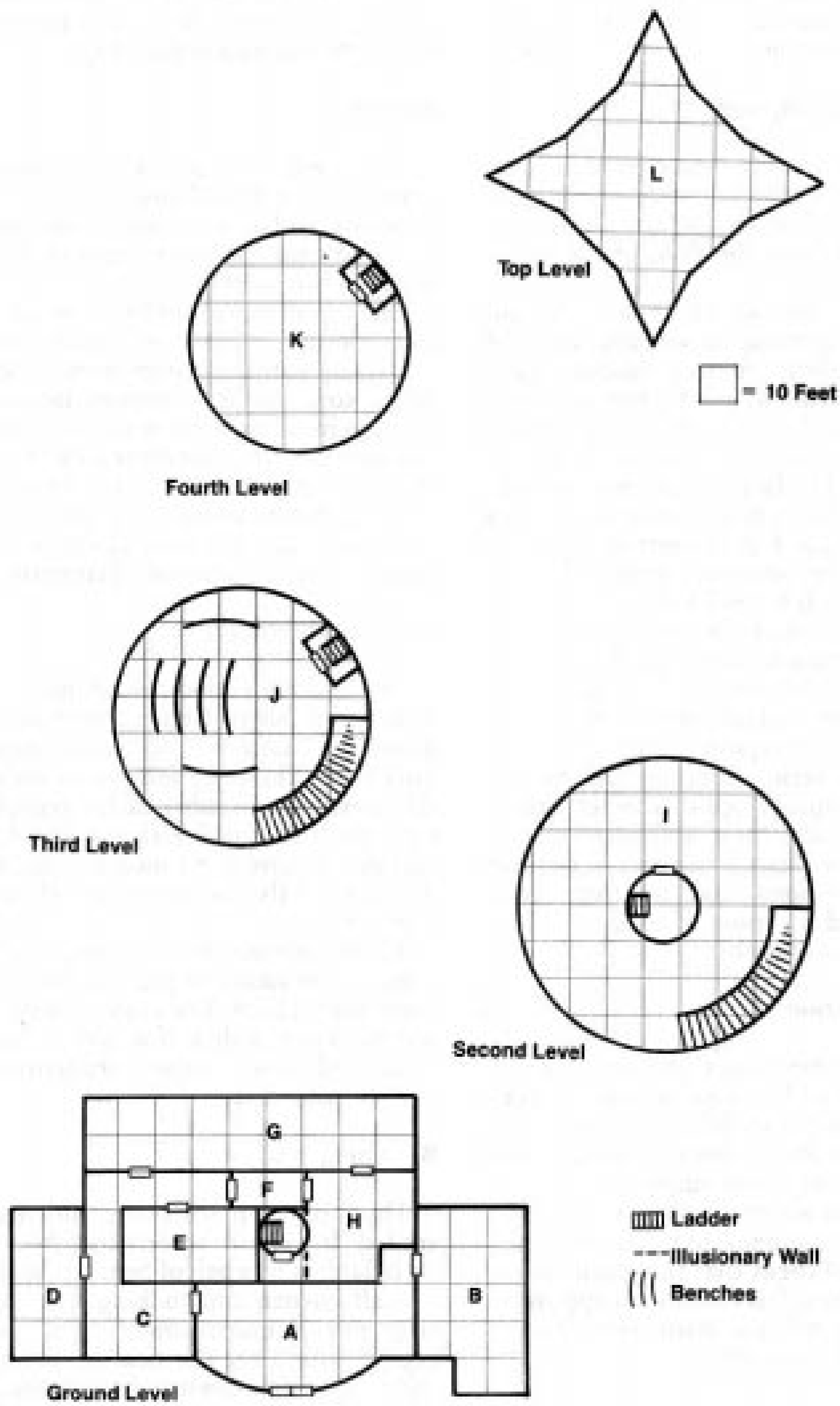
H. Illusory Chamber

This looks like a large, empty room-which, in fact, it is. However, the door leading to the ladder to climb farther up the tower is in a corner alcove of this room. That alcove is concealed by a *permanent illusion* of a typical stone wall, which completely blocks sight of the alcove.

The wall has no substance , and any attempt to pass through it is successful. The illusion remains, however.

An unlocked door in the alcove leads to a small, cylindrical passage containing a sturdy ladder. The ladder climbs 20 feet to a small platform, where a door leads into room I.

TOWER OF THE NORTHSTONE



I. Guardian of the Tower

This room is patrolled restlessly by a gorgon. The creature attacks any non-minotaurs that enter the chamber. It always attacks with its breath weapon first.

A stairway against the outer wall of the room curves gently upward, leading directly into the level above.

J. Classroom

The stairway from the second level passes through the floor into this large room. Six curved stone benches are grouped on the floor, facing a slightly raised platform at the front of the class.

From one hour after dawn until one hour before sunset, the students and their teacher, Master Tauro, study navigation in this room. At other times, the room is empty, unless Tauro has set up an ambush for the PCs here (as explained in E).

If the PCs encounter the gorgon below this room while this room is occupied, the minotaurs are certain to hear the commotion.

The small closet off to the side of the room actually contains another ladder, similar to the one connecting the ground level to the gorgon's lair, which leads to the fourth level.

K. Naga and Northstone

This room is dark. except for a soft glow emanating from the top of a pedestal in the center of the room. This is the Northstone.

Wrapped around the base of the pedestal, nearly invisible in the darkness, is the true guardian of the stone. Only her crimson eyes, shining with evil, give the presence of the spirit naga away.

The naga dwells here always, guarding the stone in exchange for the occasional human or kyrie prisoner the minotaurs throw her way. She will try to *charm* the first character into the room with her gaze, and then use her spells unless driven to melee.

The naga's magic-user spells are as follows:

Level 1: *detect magic, darkness, magic missile, sleep*
Level 2: *mirror image, web*
Level 3: *slow*

Her clerical spells are as follows:

Level 1: *detect good, cause fear*
Level 2: *silence, 15' radius*

The Northstone itself rests securely on the pedestal. However, any diligent effort to pry it free succeeds. The stone, undamaged, is worth 20,000 stl. If cut into smaller gems, it is worth twice that much-though a gemcutter would require 5,000 stl for the task.

Of course, if returned to the kyrie it is priceless. The kyrie will be able, once again, to migrate around the world.

If the PCs return the gem to the kyrie , the party receives 40,000 XP for this magnanimous deed. If they keep it for themselves, they get the money, but no XP.

L. Tower Top

The top of the tower provides no access into the interior. It is covered with a sticky, glue-like substance that grasps an creature or object touching it. The adhesive does not grasp metallic objects, however.

The adhesive is so strong that it is almost impossible to break free. Of course, if gloves or boots are stuck, removal of those items free a character's limbs. Otherwise, to pull a body part free of the glue requires a Strength Check with a -10 modifier to the character's Strength score. He is allowed only one check per stuck body part.

The glue is highly flammable. When an intruder has been trapped by it, the minotaurs carry torches into the chamber with the Northstone. There are small slits in the ceiling of that room that lead to the top of the tower, and the torches are thrust through these to ignite the glue.

The stuff burns for 1d4+1 rounds. Anyone or anything stuck up there when the fire is lit suffers 2d6 points of heat damage per round. After the fire is out, the glue loses its adhesion and survivors can break free.




T.
YEATES
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The Missing Master Lor

This short adventure is designed to challenge a small group of characters (4-6) of levels 5-7. As with any adventure, the game balance can be adjusted to take into account stronger or weaker groups of PCs.

It can be set anywhere on the world of Krynn. The initial encounter, to get the story rolling, involves the characters listening to an old man tell a tale. This story is best set in an inn, because of the social interaction among many NPCs.

Read the following story to start off the adventure. As you progress through the encounters, you can read the boxed text descriptions to your players, or paraphrase them as you wish.

Several random events are listed at the end of the adventure. Add these wherever you would like, in order to enhance to mood or heighten the suspense of the game.

This adventure can be played in a single gaming session, if the characters keep moving. Thus you may wish to consider playing it to fill a gap between larger adventures, or during a gaming session where your entire group cannot be present.

On the other hand, by fleshing out the setting, and expanding on the campaign background, you can add a great deal of detail to the adventure and create something that will occupy your party for several gaming sessions. In addition, if the PCs successfully conclude the adventure, they may find that whatever town you base it in becomes so grateful that the community becomes a useful base of operations for the PCs for some time to come.

The Tale

As breakfast is being finished, the Inn begins to fill with noonday customers, and it becomes difficult to screen out the drone of voices at other tables. That is until the words, "I remember when..." are heard from the crusty old gent Farley. Things quickly quiet as people strain to hear the creaky voice of the best storyteller the plains of Abanasinia can boast.

"Once't, when the land was young, and we were just rebuildin' from those terrible times before the blight of dragons descended from the void to rend our world, I was wandrin' in the Tirhan Mountains south of here, as young men are wont to do, upon the ridge called the Comb by folks hereabout, I had me an encounter so amazin' if you heard it you'd think me daft. But bein' an old man now has privileges, and since I don't care a hoot what others think I'll be tellin' it just the same.

"There's tales you see, about spirits of nature, from a time when the world was created, and just such a spirit haunts the Comb to this day, a friend to man and elf, though no lover of those destroyers of nature, the ogre and goblin races. Well sir, I was out after dark, where a man ought not to be by himself unless he's a fool or a damn sight crazy, when I stumbled upon a band of half-drunk ogres. Now right way I knew I was in trouble, oh not from the way they snagged me by one leg and hoisted me into the air, nor by the dirk at my gullet—though that did have me a might bothered—but because they offered to give me a chance to drink with them.

"Seein' as how I had no choice, I graciously accepted, an' soon they was slappin' me on the back-like to knock the wind out of me-and swappin' lies with the best of them. One ogre seemed a might concerned that what I was after was the secret of the ages, the Find of Gherkhin—you've all heard of it—Jarl's Vein, a mountain thick with enough silver to bring good fortune to all and ringed with the protection of the white nature spirit. It seems this bunch was just drunk enough to think they could take on the spirits themselves-it's a good thing they couldn't hold their liquor and passed out, but luckily I could hold my drink-as everyone knows. Unfortunately they had bound my feet and one arm together, so It'weren't goin' nowhere.

"So there I sat, havin' real trouble with the knots, which jus' didn't want to come loose, when suddenly I thought I heard somethin' in the wind-somethin' that sounded like "Helllp commmesss..." and then at my feet was this squirrel. Now there was nothing special about the critter, jus' our everyday variety of tufted-ear fox squirrel, but that rodent—and I'm not makin' it up—just set to gnawin' on those ropes without a by-your-leave or thank-you, and in no time I was staggering to my feet.

"Now, perhaps I had a bit much to drink, and I know it wasn't the best decision, but it just seemed unfair to go and leave without relieving those villains of their illgot gains. So's I stumbled over to one big galoot and began goin' through his pouch when suddenly a hand closed around my ankle and the ogre lifted me up and threw me across the clearing—musta been 10 feet if a yard. Then he stumbles up groggily, mutterin' something about lacka trust, and seizes a club the size of a sapling to bash my brains out. I never prayed so fast in my life, and sometimes prayers are answered.

"Outa the dark sprung some demon of nature and lit right on the back of my would-be executioner and then he was too busy to do anything, and I was hightailin' it outa there as from behind came the most fearsome yowlin' and caterwaulin' you'd ever heard. They say that the spirit of the wind can change form, and believe you me..."

A loud crash interrupts the storytelling, drawing all eyes to the embarrassed figure of a gully dwarf standing over a shattered pitcher of cider.



The Bullies

The gully dwarf tries helplessly to piece the pitcher together and scoop the cider back in, until Melody the barmaid comes forward and gently pushes her away. Most people return to their private conversations, and old Farley pushes back his chair and ambles out-he never could tolerate gully dwarves.

The odd-looking dwarf shifts nervously from side to side looking kind of perplexed and puzzled, as if trying to remember something. This is Magpie, also called Maggoty by those who detest the Aghar race or don't know any better. The sad creature responds cheerfully to either name, being too stupid to even know she's being insulted. Magpie can be either sex, depending on the DM's choice, though the dwarf is presented as a woman in the adventure.

She is well known in town, working for Mistress Egil, who has a kind heart and patient way. Though considered comical, she is often the brunt of jokes from local bullies.

Magpie speaks as if she has a constant cold in the nose, and some of her words may be distorted in a form of babytalk, for instance "free" instead of "three."

The rest of this encounter is presented in general outline. It is left for the DM to create the exact NPC speeches and actions.

Trying to act invisible, Magpie scans the room with lowered eyes, and eventually spots the adventurers. On seeing them a light goes on in her eyes as if she remembers what she came for. Be sure the players note this.

Four local bullies and known ne'er-do-wells, coming from respected local families but having proven that money does not breed respect or common sense, are sitting at a table near Magpie and begin to make rude remarks regarding the poor creature's brains, lack of dexterity, and sundry uses for the Aghar race.

The ringleader is named Carlotti. His father is the wealthiest man in Solace, a philanthropic soul who is embarrassed by his son's antics. Carlotti speaks boldly, often noting that any who do him harm will have to face imprisonment for assault, as his father has pressed this charge on several occasions to protect his worthless son.

Carlotti's second-in-command is Emil Frendren, just called Frendren. The son of the local miller, Frendren is a weasel who aspires to be rich. To curry favor with Carlotti, he acts the part of a snob to anyone not in the upper class financially. Frendren speaks with a sly, whiny voice and moves in small, jerky motions.

The other two characters, Blodger and Leek, are typical bullies with low mentalities and boastful natures, but basically have no spine when threatened with actual duress.

These bullies have decided to have some fun with Magpie, and begin to tease her for bothering decent folk. Magpie has a one-track mind and

doesn't pay any attention, at last trying to walk past the bullies to reach the heroes. As she passes, Carlotti intentionally trips her with his foot and she sprawls on the floor. All four laugh in derision.

Upset now, Magpie forgets her mission and turns to berate the bullies for tripping her. Carlotti assures her she must be mistaken for why should he waste his time on a slug, she must have tripped over her own big feet. As she persists, he spills his drink on her, and then insists that she bumped him and now owes him a drink.

If this does not motivate the characters to act, Melody steps up to the PCs and begs that they help break up the trouble before someone gets hurt!

When the PCs confront the bullies, Carlotti does most of the talking with Frendren chiming in with some supporting retorts.

Carlotti does his best to avoid fights, using intimidation and reminding characters of the consequences of harming him. Further he asserts that it is the "maggot" who is causing the trouble, tripping all over the place with her clumsy nature. He might even threaten to have Magpie arrested for negligence.

If the PCs accuse the bullies of starting the trouble, they band together and note "Who's the council going to believe, four respectable gentlemen or a ragtag party?"

When things begin to get close to the boiling point, Carlotti offers to prove his point, that gully dwarfs are clumsy oafs, even offering to wager on the matter.

If the PCs don't bite, the bullies make a triumphant exit having made their point, Frendren shoving Ma pie as they leave. Melody intercedes if any of the heroes look like they are going to offer violence—"Hsst, not here!"

Carlotti declares that he will choose a simple task for the maggot. If she succeeds, he will make an official apology and pay restitution of 10 silver. If she fails, as he knows she will, the heroes owe him an apology and must buy them a round of drinks of the inn's best ale. Magpie will happily agree, swearing that she will show them!

Give the heroes a chance to reply and negotiate. The task is that Magpie must drink an entire mug of ale, without spilling a drop, and while standing on her head. Carlotti sets the wager before he appends the task, noting that the deal was that he could assign the terms of the task.

Carlotti then leans back in his chair to watch the show. For Magpie to succeed, she must make three successful Dexterity Checks: One to get up on her hands and head (she gets as many tries as she wants, since she won't be given the ale until after she is up), another check to maintain her balance while she picks up and drinks the mug, and the final check when Frendren further modifies the conditions of the bet.

Magpie clears a table to stand on for her performance. If she fails when trying to stand on her head, the following things may happen: she may fall into Carlotti's lap-much to his anger-but PCs can note she hasn't failed the bet yet; she can nearly miss his second mug of brew, causing him to leap back, and she can knock the chair out from under him.

Magpie's broad lips capture every drop if she succeeds with the second and third checks. If she fails the second check, she dumps the mu down Carlotti's pants, causing Frendren to unthinkingly roar with laughter. If she succeeds with the second check, Frendren snatches up a platter of steaming potatoes and balances them on her feet, adding, "While balancing this platter of food!" much to the delight of his comrades. If Magpie fails the third roll, she dumps her drink and the platter of potatoes on Carlotti.

If Carlotti is the victim of a dousing, he leaps up mad at Frendren and embarrassed to have all the other patrons of the Inn laughing at him. He storms off threatening dire consequences to his lieutenant.

If Magpie succeeds, the crowd applauds wildly. Carlotti turns beet red, makes an apology under his breath, pays his debt, and then turns his anger on Frendren as they beat a hasty retreat.

The Message

Once the bully situation is resolved, Magpie looks gratefully up at her champions, and then gets a puzzled look on her face. She knows she was supposed to come see the heroes, and that it was important, but she can't remember what she was to tell them.

The characters must question Magpie to help her remember the message. Her memory can triggered by key words that cause her to remember other key words, but not all of the message. For instance, the characters could remind her she said it was important, which would trigger the word "desperate" or that "help is needed." Here are the key phrases and possible relations.

Important— Your help is needed
Help?— Someone is lost/missing
Someone?— Someone special
Who?— Doesn't trigger any answer
What Happened?— He wandered off
Who Sent?— Her mistress, Lady Egil
Who did Egif lose?— Her child, Master Lor, he's only three years old!
What did she want?— They must come with Magpie, quickly

The entire message is as follows:

"Master Lor has wandered off into the woods south of town and is lost. Come quickly to Mistress Egil's, they must help her find her child!"

If the characters cannot decipher the message, then a young lad sticks his head in the door and berates Magpie for not bringing the heroes at once, their aid is desperately needed.

The Mission

The walk through the autumn streets of Solace is quick, the PCs' feet kicking up clouds of dust from the dry paths. Mistress Egil is the wife of one of the councilmen in town-a veteran from the War of the Lance who paid the price of one of his legs in the service of his nation.

Their child, Master Lor, is the darling of the town. He is a towheaded little boy with the face of an angel, whose intelligence and inquisitive nature have endeared him to many a scholar. The clerics of Paladine sense the mark of the gods on the child and believe that one day he is destined for great things. They often ask the child's advice on major problems.

It is generally said around town that the child is prescient and may have the ability to interpret the paths of the future at times.

Once the PCs reach the house, they are told by Mistress Egil that Master Lor wandered off this morning after a deer he was trying to feed a crust of bread. When the deer ran away he turned in tears to his mother and asked her to bring it back. Though Mistress Egil tried to explain that the deer was a wild creature, the child could not be consoled and now he has vanished and his rucksack and some food from the kitchen table is missing, including a loaf of bread.

Inquiries around town discovered that the child was last seen playing along the wooded side of the road to the south, and it is feared that he has become lost in the woods.

Mistress Egil leads with the heroes to find her child, and to leave at once, for every passing minute may lead her child closer to danger.

Master Lor has sun- bleached, sandy blonde hair, and was wearing a bright blue tunic, leather breeches, and sandals .

Magpie is anxious to accompany the heroes, clucking her tongue sympathetically about the poor lost child and certain that she can find the boy if she just tries. Even if the heroes agree to let her come, Mistress Egil insists that Magpie stays behind with her.

The Adventure Begins

1. The Trail

The last sighting of Master Lor places him wandering south through the Glimmerglade toward the foot of the Comb, a northeastern arm of the Tirhan Mountains. Luckily, cool mists mantle the morning woods at this time of year, dampening the earth with the rising sun. Master Lor's tracks are clear to the trained eye, but they are already several hours old. There is no telling what harm may befall a child in these rugged lands.

Master Lor can be tracked by a ranger or by a character with Tracking proficiency. A Tracking check needs to be made only if the trail takes an unexpected turn or enters a new type of terrain. A Tracking check may also be made on an identified trail in an attempt to discern more information regarding the state of the hunted, how long since he passed, and perhaps what he was doing.

Even should the Tracking check fail, the tracker may backtrack and try again. Whatever the player's choice, the party's path should continue to lead them from one encounter to another even if the DM must provide them with a lucky find, such as a missing sandal, a blue thread, a broken branch, a picked flower or garland of leaves, a footprint in the mud, some scratchings on a tree or rock with a chalky stone, and so forth. The purpose is to give them hope when it starts to flag and to reward their efforts after they have overcome an encounter.

The trail leads south through leafy forests, alive with the songs of birds and the smell of elms and dogwood. Then it meanders through the foothills through the purple heather and rippling waist-high grasses, past stands of pine. The trail then climbs toward the mountain ridge where outcroppings of rock erupt through the carpet of needles and stately firs tower before granite cliffs. Here mountain outcroppings divide the valley into narrow canyons and blind vales that climb to the ridgeline behind. Above the valley floors, occasional mountain meadows drape the ridges and stands of fir trees muster along the treeline, like soldiers on parade.

The trail leads up a cliff face that is treacherous for anyone who is not a mountain goat or a three-year-old child. Then it dances along the treeline and romps in a hidden mountain meadow. A daring rock-hopping crossing over a sparkling stream leads into more barren, wind-scoured rock where snow, ice, and rain have loosened the rock face and cause occasional rockfalls. The path then leads out toward the top of a cliff bluff, crosses a log bridge above a roaring river chasm, and climbs down a treacherous bluff to the treeline at its base. Then the path wends homeward.

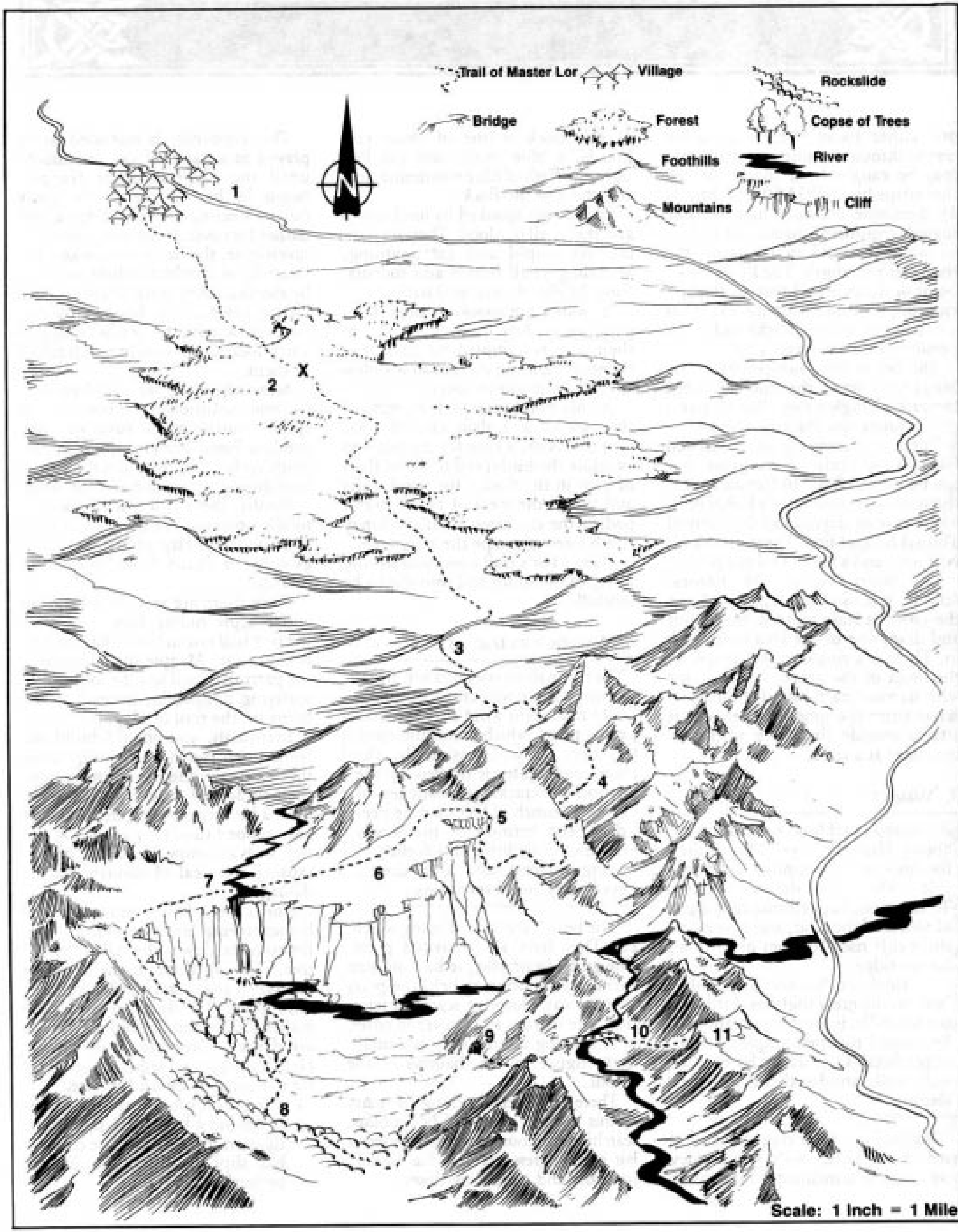
As the heroes follow the child's path, they may also discover other tracks crossing or paralleling those of the child, giving them cause for alarm or at least incentive to press on. These tracks may be the hobnailed boots of hobgoblins, the spoor of a wolf pack, the clawed territorial markings of the great grizzly bear, or the spoor of a great mountain cat.

2. Briar Patch

> The path appears to lead into a tangle of brambles and thorny plum trees. The air is abuzz with insects and crackling branches as a small animal scuttles for shelter in the thorny cover.

The patch is 100 feet wide. Close examination reveals a tangle of blonde hair snagged on a bramble proving the child passed this way, Toward the center of the grove, the buzz of flies is loudest as if dancing about some rotting delight.

To enter the brambles requires that


Trail of Master Lor
Village
Rockslide
Bridge
Forest
Copse of Trees
Foothills
River
Mountains
Cliff
1
2
X
3
4
5
6
7
8
9
10
11
Scale: 1 Inch = 1 Mile

one either hacks one's way in, or crawls through. Someone who hacks may be caught by a thorny branch that snaps back (THAC0 16, Dmg 1-2). Someone crawling may become snared, requiring a number of rounds to tear free equal to 18 minus the character's Strength. The PC suffers 1 point of damage and tearing clothes. Fighting while in the brambles entails a penalty of -2 to attacks and a +2 penalty to the character's AC.

The heroes need not penetrate the briars to ascertain that the lad exited beneath a tangled root. But to detect this requires two Tracking checks.

Thcrc is something blue and red lying in the midst of the grove that can be viewed from 20 feet away. It is the strangled remains of a hobgoblin, with a rusting dagger and the livery of Throtyl hobgoblins. There are 10 silver pieces and a flask of oil in a pouch.

No matter what the heroes' actions, just as they prepare to leave the grove, a leafy tentacle snakes out and drags one of the characters back in. There is a single choke creeper in the heart of the grove. It can attack with six vines each round if the characters enter the grove. Otherwise, it attacks outside the grove with only two vines at a time.

3. 'Waries

> A muted warbling sounds from ahead. Here the woods thin as the foothills arise, forming a grassy vale at the foot of the mountains. To the west, rugged outcroppings of rock stud the land, and beyond a sheer cliff rises 100 feet or so to a barren ridge.
>
> A flock of bronze and gold 'waries, the great flightless birds of the foothills, is foraging up ahead. Renowned for their stupidity and unpredictability, 'waries let even a wolf walk amidst them without alarm.

'Waries have great clawed feet and hard, bony beaks with which they may attack if so inclined. In the midst of this flock is one of those rare breeds, a blue 'wary, and the PCs sight the flash of blue wandering here and there in the flock.

'Waries are spooked by loud noises and the smell of blood. They are curious yet stupid and eat anything, including small lizards and rodents, fruit, bright objects, and hats.

If 'waries are spooked, they stampede away. Any creature caught in their path is trampled for 1d10 + 2 points of damage each round, unless it finds some sort of cover.

An old wolf has crept down wind of the 'waries and slain one of their number. After a turn for the party to examine the birds (and note the flash of blue in the flock), the wind shifts and brings the scent of blood, stampeding the creatures. Characters may climb trees to escape the stampede.

Master Lor's trail continues up the valley to the south and into the rocky foothills.

4. Watcher in The Woods

> The stony slope rises quickly, swiftly tiring those who climb uphill. A cold mountain wind stirs the towering pines, which groan and creak as they sway. Occasionally, the mountain quiet is broken by the sound of crackling branches or crunch-crunch of feet on pine needles. The eeriness of the lonely mountainside brings the feeling of being watched, as if some tireless eyes study your every move.

The heroes are indeed being watched. They have an uninvited guest. The gully dwarf Magpie has followed them, still desiring to help the party in some way. However, scared of rejection, she scurries from cover to cover, at best being sighted only as a small, dark, figure in the shadows of the woods.

There are others watching the party at this time. A patrol of hobgoblins, searching the countryside for the secret lair of an ogress shaman, has sighted the party and is creeping closer.

This encounter is intended to be played as a game of cat and mouse until the players corner Magpie. Begin by having one of the party catch a fleeting glimpse of her as she dashes for cover. If the party moves to investigate, she has moved to another location, or climbed to hide in a tree by the time the reach her last noted hiding lace. If the heroes stop and wait and watch, they see her scurry to a new location, always one step ahead of them.

Meanwhile, the hobgoblins become incautious, and one may be spotted watching from cover and then running away. The creature is as unidentifiable as Magpie, and the heroes may think they are one and the same.

Finally, there is a fourth watcher, totally unseen-a large mountain cat that pads quietly along the leafy ground or leaps from branch to branch.

Since there are several hobgoblins and Magpie hiding here, and since the first half dozen times that the party closes with Magpie she has moved, the party may well now be following a scurrying hobgoblin, instead of still being on the trail of Magpie.

Eventually, you should build the feeling that the PCs are closing in on their pursuer and let them tighten their cordon. If they fire at the creature, a hit actually indicates that they have pinned their prey's clothing to a tree with an arrow, or nicked an ear, causing a squeal of dismay, but no damage.

The chase should end with the heroes treeing Magpie. As they order her to come down, she falls from the tree, crashing through the branches to land on any character who is nearby (1d4 points of damage) unless he makes a successful Dexterity Check to avoid the plummeting gully dwarf. Here is a suggested sequence of events for the game of cat-and-mouse.

1. The prey is spotted and she dodges behind a boulder. Upon investigation, the PCs find the creature has slipped through a burrow beneath the stone.

2. A hobgoblin is indiscreet and snaps a branch, then dives for cover. As the heroes approach, Magpie sneezes from behind a tree to their right and then dodges into some undergrowth.
3. Dodging behind some rocks, Magpie scurries across the trail about 100 feet away and rushes into the trees, giggling nervously.
4. One hobgoblin dodges from one tree to a clump of bushes 100 feet to the right of Magpie. A second hobgoblin then makes a scurry and dive from the far end of the bushes to a pile of boulders.
5. As a hero approaches the last sighting, he startles a hobgoblin as he rounds a tree and is himself surprised. The hobgoblin snarls, trips the hero, and makes a half-hearted stabbing attack, then flees into the woods. The hero may be able to identify what he saw (Intelligence Check at ½ the character's Intelligence).
6. Magpie is sighted scurrying down the trail away from them and then behind a small ridge.
7. The mountain cat yowls from the woods to the left.
8. A hobgoblin growls, steps from cover and fires a bow at the cat's location. There is a dismayed cry from the cat. The hobgoblin then rushes into the bushes to investigate. There comes a sudden shriek.
9. Arriving at the last site of activity, the PCs find the hobgoblin lying torn to shreds. A bloody trail leads away into dense undergrowth.
10. Magpie rustles in the branches overhead. The bloody trail leads to the tree.
11. Magpie falls out of the branches and greets the party.

At this point, Magpie is flustered and apologetic, happy that the nasty slime man is dead. However, she now wants to warn the party of the hobgoblins , though this may take a while to work out of her, and she is adamant in her desire to help with the search for Master Lor. She begs, pleads, and grovels for the party to let her help. If the party orders her away, she just goes into the bushes and starts following them all over again.

Just as the argument is being settled, the hobgoblin patrol closes to attack. There are 12 hobgoblins and two wolf mounts. If the party is not paying attention, the hobgoblins launch a flight of arrows with surprise. Otherwise, the heroes spot the hobgoblins and can ready their weapons.

The patrol leader croaks out orders in Goblin to surround and capture one of the heroes and to slay the rest. He also notes to one soldier that reinforcements will be here shortly! This can be understood by someone who speaks Goblin, though the message may be somewhat garbled.

Four of the hobgoblins fire arrows at the party from cover of the woods (gaining -4 to their AC versus return fire, due to 50% cover), while six others charge the left flank of the party. While chaos follows in the issuing melee, the remaining two hobgoblins then charge in on wolf back and attack.

Once the meleed hobgoblins are dispatched, the archers flee to bring reinforcements. One hobgoblin should escape.

If queried as to how many other hobgoblins there might be, Magpie-who like most other gully dwarfs can only count to two-does her best to assert that there are two and two and two and two and two and two, etc. Indeed there are three dozen more hobgoblins, plus a couple of outlaw draconians, and special companion beasts. Any watch mounted to alert the party to the arrival of reinforcements sights the hobgoblins in time to provide a sense of an overwhelming force. The watch also gives heroes enough advanced warning to have time to retreat.

Magpie does not know what the hobgoblins want. A captured hobgoblin may be questioned; after growling in torment and snarling something about finding one who can tell the future, he dies from his wounds.

Magpie then pulls the heroes back to her hiding tree, where in the bushes is the crumpled form of a large, white mountain panther, a red stain blossoming on her shoulder from a goblin warshaft.

Magpie insists that the party help the great cat-it helped Magpie, and it deserves tit for tat. If the party refuses, Magpie bandages the wound as best she can. The cat licks the hand of the one who helps it. Then it tries to get the party to follow it, until the party agrees. It limps off into the woods toward a cliff face.

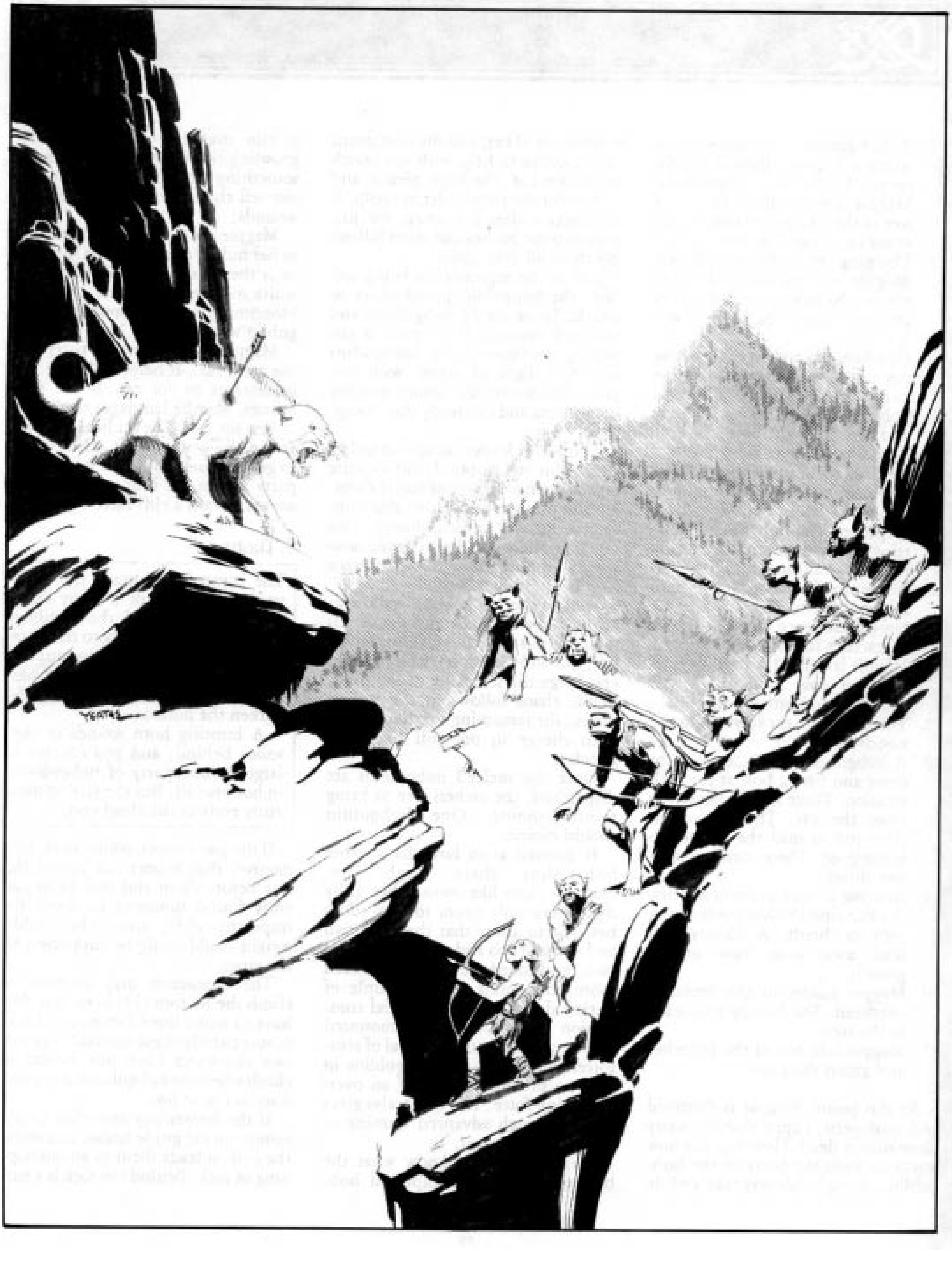
5. Flight

> The injured mountain cat leads you to the foot of a stony cliff. Scraggly brush and thin trailing vines cling precariously to the bare rock providing treacherous support at best. The mountain wind has risen in power and grey clouds darken the horizon.
>
> A hunting horn sounds in the valley behind, and you can see a large, armed party of hobgoblins in hot pursuit. But the trail apparently ends in this dead end.

If the party uses tracking here, they discover that Master Lor passed this way before them and that he apparently found someway to climb the imposing cliff, since the child's weight could easily be supported by the vines.

The characters may attempt to climb the 80-foot cliff here, but they have to make three Dexterity Checks to successfully climb the cliff. The last two characters have just begun to climb when the hobgoblins arrive and start to fire arrows.

If the heroes pay attention to the mountain cat guide before ascending the cliff, it leads them to an outcropping of rock. Behind the rock is a nat-



ural stairstep of stone rising 30 feet and ending in a stone chimney shaft up which ascent is easier (only one Dexterity Check is needed to reach the top).

The cat bounds up the rocks to the chimney, looks suggestively upward, and then scrambles up the escarpment using its claws to cling to the stone. It then runs off.

The hobgoblins arrive in five rounds. This is not the time for the party to fight, and you should encourage the heroes to choose flight as the better part of valor. Magpie assists anyone having problems climbing, climbing back to rescue anyone who slips. Then from the top of the cliff, she hurls insults at their pursuers, until an arrow comes too close.

If the characters insist on a fight, there are 36 hobgoblins, two Baaz, one Bozak (spells: *magic missile* (x2), *burning hands, levitation, web),* and two giant weasels. They seek cover (-4 bonus to AC) and pepper the heroes with arrows. If any hobgoblins die, they are replaced on a basis of one for every two slain.

6. An Unexpected Encounter

> At last your heart stops pounding and a cool mountain breeze rises to refreshen you. Grey clouds scud across the sky. A dirt game trail leads away from the cliffs edge along the ridge of this mountain finger.

The trail of Master Lor leads up the mountain to a hidden mountain meadow. A patch of sunlight transforms the meadow into a faerie land as honey bees dance above the expanse of swaying golden blossoms and lush green grasses, all about hip high. From beyond comes a muffled roar of water, and a spume of mist attests to a waterfall beyond the meadow.

Magpie's keen eyes sight a figure in the middle of the grove with long blonde hair, about the height of a child. In delight, she declares that they have found him, Master Lor. Tugging at the party, she hurries forward to wade through the meadow to the child's side. If the party listens carefully they hear sniffling and snorting as if someone were crying.

It is difficult to talk in the gusty mountain breeze, and voices don't seem to carry very far, so it should be no surprise that the figure does not respond to shouts.

This is really a great golden grizzly bear, in the process of ripping open a beehive buried in the ground, to get at the honey.

Magpie rushes up to the bear and slaps it on the rump, happy to at last find the child. At which point the bear rears up on hind legs and roars, petrifying the poor gully dwarf with fear.

Now Magpie is in jeopardy and the PCs should try to rescue her (unless they are totally evil). However, the heroes should not be allowed to stand back and just pepper the poor bear with arrows without risking themselves, so one of two ploys should be used.

Either the bear sweeps Magpie up beneath one arm and lurches toward the party, or the bear lurches to attack the party and Magpie bravely leaps on its back and attempts to beat the poor creature to death. Either way, the party is faced with the difficulty of defeating the bear without causing harm to Magpie. There is a 50% chance that any missiles hit Magpie instead of the bear.

To create even more jeopardy, you could have the bear fight beside the edge of the cliff, and point out to the heroes that if they aren't careful, Magpie may fall to her death, if the bear falls.

To make matters worse, anyone approaching within 10 feet of the bear is attacked by a swarm of angry bees. Magpie suffers only half damage from the bees. The bear is unaffected by the bees. Smoke, fire, and poison gases inflict full damage to the swarm. Any blows cause only minimum damage without Strength bonuses.

Eventually the bear should drop, and Magpie escapes relatively unharmed. Investigation of the meadow, despite the-swarm of bees, uncovers something of Master Lor's, a sandal or some such, showing that he passed this way.

7. Waterfall Crossing

> The sound of crashing water grows louder as you approach the spume of rising mist. The white, clinging mist dampens clothes and brings a chill with the rising mountain breeze. Grey clouds mantle the sky and reflect off the grey waters of a mountain stream where it roils among rocks only to go crashing 60 feet to a deep, icy pool far below.
>
> A precariously balanced log lies across the stream, one end thrusting up into the air, like a giant seesaw, dripping icy waters. With some luck, this makeshift bridge could be used to cross the swift-flowing stream to reach the other side.

Tracking check reveals a muddy bare footprint of a child beside the log and also mud tracked across the log. This is the path of Master Lor.

All the heroes must do is cross the waterfall. This is not as easy as it might seem. The stream, though only chest deep, is very swift and requires a successful Strength Check (with a -4 penalty) to wade. Further the icy waters are so numbing that halfway across, a Constitution Check must be made. If this is failed, a second Strength Check (also at -4) must be made or the character is swept toward the falls. If a fallen character can make a successful Dexterity Check as he passes the log, he can grab on, but can only maintain his grip for a number of rounds equal to 1/3 his Constitution score. Otherwise the character is swept over the falls.

Crossing the stream via the log requires team cooperation. It is

indeed a giant seesaw, and as soon as someone reaches the far end of the log, it topples over and the character must make a Dexterity Check (vs. ½ his Dexterity score) or fall into the water, and suffer as if wading. The log then crashes back into the original position, sending up a spray of icy water.

If a character stands or sits on the near end of the log while someone else crosses, this causes the log to lower gently as the crossing character nears the far side. The character on the near end of the log suffers 1d3 points of damage as his end of the log smashes down when the crossing character leaps off the far end (Dexterity Check for no damage).

Any character swept over the falls suffers 2d6 points of damage (Dexterity Check for half damage) and plunges into the icy mountain pool. He must then make a Constitution Check each round or fall unconscious. The roiling waters of the pool prevent a character from escaping the waters unaided for a number of rounds equal to 18 minus the character's Strength. Each round sent in the water inflicts another 1d4 points of damage. Escape from the water means the character has managed to climb onto a boulder for safety.

If a character falls unconscious, he sinks under the water and has to start making drowning checks (Constitution Check, minus 1 per round after the initial round) or die after a number of rounds equal to 1/6 his Constitution have elapsed. Thus a character with a Constitution of 12 must start making drowning checks on the third round and thereafter.

A rescuer may intentionally dive into the pool, suffering only 1d6 points of damage from the plunge (Dexterity Check for no damage). If unprotected from the cold, he must start making Constitution Checks for fatigue starting on the third round in the water.

8. Avalanche

> Beyond the crashing waters stands a small copse of trees huddled against the cliff face. A harvest of winter apples swings from the branches and litters the ground. The grey mist has turned to a bleak drizzle as the mountain air drops in temperature with the approach of evening.

Here is a moment for the party to rest and recover. Master Lor stopped here too, and the heroes may find signs of his passing. The drizzle persists as the PCs' path turns to wander north and west; they should realize that if they don't move fast, they will lose the trail.

After a turn of rest, the ground shudders, and characters may be thrown off balance. The sounds of life on the mountain cease for a moment, and then slowly resume.

Two turns down the trail, the party discovers a rockslide that blocks the path between a steep cliff wall and the river gorge. Rocks still shift and roll down the slope to drop into the canyon.

The rockslide remains unstable, and new rock has just fallen again. The trail of Master Lor leads beneath the rockslide, and searching reveals his knapsack wedged beneath some rock.

Magpie is in a panic that the child is buried beneath the rock. Indeed, careful listening detects a muffled, frightened bleating from beneath the rock. Magpie tries to dig out the child from beneath the rubble. The "child" is a baby mountain goat trapped by the rockfall. Master Lor was not trapped here.

The difficulty of this situation is that the rubble remains unstable. In order to cross the rubble, a successful Dexterity Check must be rolled or the character slips and suffers 1-2 points of damage and must make a successful saving throw vs. petrification. Failure indicates the character has pinned a leg or arm beneath a rock and must be freed. A Strength Check (with a -2 penalty) can be used to free oneself, but then the character must make a Constitution Check or suffer a sprain for the rest of the adventure (reduces movement rate to half and causes a -2 penalty to attacks and a +2 penalty to AC). Another character may free a pinned character with a successful Strength Check.

To dig out the rubble requires a series of six successful Strength Checks and failure results in damage similar to a failed Dexterity Check as above.

The real danger is in setting off another rockslide. Sudden loud noises and digging without bracing the rock in some manner requires the offending character to make a saving throw vs. petrification. If the roll fails, a 20-foot-wide rockfall comes crashing down causing 4d6 points of damage (saving throw vs. petrification for half damage) and may either bury victims who failed to dive for cover, or knock victims over the cliff-face to land on a ledge 20 feet down the canyon wall (suffer an additional 1d6 points of damage).

In the knapsack are some apples, a piece of cheese and black bread, and the sheath for a small dagger.

9. The Cave

> The rockslide now at your back, the trail continues up the path obscured by the veil of rain. The trail is soon lost in the building streams of water cascading down the cliff-face and all you can do is continue up the path.
>
> To your right the cliff leans back into a steep rocky slope, pocked with cracks and crevices. Perhaps you can find some shelter while you take council.
>
> Scanning the hillside, a shout from Magpie turns your attention to a thin curl of smoke rising from a dark hole 50 yards up the slope. Suddenly lightning flashes, and a

thunderous peal answers, shaking the ground as the sky rips open and the land is obscured by a deluge.

The slope is slippery and water splashes over the rocks in ever-increasing streams. Though the climb to the cave entrance need not cause any damage, you might create some turmoil by having a character slip and fall in a stream, or wind up on a wet and wild water slide back to the base of the slope before they reach the shelter of the cave.

Inside the cave is warm and dry, and there comes the dull flickering glow of a fire from deeper within. Careful examination of the floor may reveal a partial print of a child's bare foot, if it has not been obscured by the party's milling about.

Listening reveals the muffled sounds of bubbling liquid. The interior of the cave is smoke-filled and consists of two linked chambers.

In the center of the first room is a vast, bubbling cauldron, the fire beneath mere glowing coals, occasionally flaring up. A cord of wood stands against one wall. Sleeping in the shadows beside the wood, obscured by the smoke, is a rat.

Those looking into the cauldron may think they see all manner of things, odd items floating in the broth, things they once lost, faces of old friends, and perhaps even a glimpse of the hobgoblins waiting out the rain beneath a stand of pine in the valley below. Someone looking in the cauldron accidentally steps on the rat, awakening it, and it scurries into the next chamber.

Within the second chamber, in a pile of smelly furs, sleeps Grisling. If the heroes surprise her, she appears to be a comely wench in rags. However, this image bends and flows upon awakening, into that of an ogrish hag, with hunched shoulders, broken fangs, milky eyes, and scabby skin. Anyone watching carefully notices that she favors her right shoulder.

Her hair is a wet stringy mess, and attests that she has been out in the rain.

Grisling speaks in a growly old woman voice, and occasionally strokes her hair as she talks.

She welcomes the strangers, picking up and stroking the rat like a cat. She tries to learn why they have come. If they won't tell her, she wanders over to her pot and gazes into its depths, afterward calling the strangers by name and showing knowledge of the trials of their journey.

She will happily feed the characters a spicy rabbit stew drawn from the cauldron. If Magpie is injured, Grisling heals the gully dwarfs wounds, muttering something about "Poor child, there now, a debt repaid."

She offers to provide advice and guidance to help them find the one they seek in return for a small service to her. Her white shawl, given to her by her dear grandmama, bless her soul, has been stolen by some nasty birds and dropped in their nest. She greatly desires the shawl be regained to warm her from the cold of the night, but she is too old and frail to attempt the climb to retrieve it. The birds roost atop the cliff at the back of this slope, on a spire of rock.

Grisling says it will take her a while to divine the child's path and she begins the reparations while the heroes are off running her errand.

The party really doesn't have a choice but to accept. Threats make the old lady cower, but she states she can't work her augury without the shawl. Grisling is actually a 7th-level shaman with druidical ability. The shawl gives the owner the power to transform into a variety of animal shapes if you speak the command word-which only she knows-but all these animal shapes are white in coloration.

If the party complains of the rain, the ogress points out that it ended some time ago. Indeed, upon looking out it appears that it has; the mountainside is now blanketed with a thick white mist that swirls in the wind, obscuring vision more than 20 feet distant. As the characters climb, the fog slowly clears.

Grisling can cast the following spells: detect snares *& pits, cure fight* wounds, *cure disease, entangle,* neutralize poison, *in visibility to animals, flame blade, protection from fire, speak with animals, obscurement, cure serious wounds.*

The climb to the stony spire is treacherous. The characters must first climb 150 feet of steepening slope, and then another 100 feet to the top of a stone spire. The way is mostly barren stone, with only a few twisted shrubs worming into the cracks and crevices. Ropes may be used to assist the climb and add 5% to the chance of success, though a roll of 00 still fails. The first 150 feet may be climbed by the entire party, but only those with climbing ability, including Magpie, can attempt to climb the last 100 feet of the spire.

Every time that unusual stress (four or more characters, or three or more characters and one caught after a fall) is put on a rope there is 1 chance in 10 that it breaks. *See* the *Dungeoneer's Survival Guide,* pages 18 and 19, for rules on catching falling characters while roped together.

The obstacles on the way include the following:

* Treacherous ground: The path ends with no path, or only a narrow ledge to inch across. Dexterity Check to cross.

* Loose rock: The rock here is loose and shifts suddenly, causing a character to lose a hand- or foot-hold abruptly. The character must roll a Strength Check to avoid falling.

* Falling rock: A stone comes crashing down from above. Any characters within five feet of it must roll a saving throw vs. petrification or suffer 1d6 points of damage; they must also roll successful Dexterity Checks to retain their holds on the mountain.

* Mountain goat: A stubborn mountain goat blocks their way and charges, trying to knock a character over and off the slope. Use the same stats as wolf for a mountain goat. A character must make a Strength Check to hang on after attacked by the goat.

* High winds: This causes all saves from this point on to be made at a -4 (-20%) penalty.

* Dangerous climb: From the base of the spire to the nest near its top requires two successful climbing rolls and then a third to return to the ground. The white shawl can be seen fluttering from the nest. The features of this climb include a series of small handholds, a narrow ledge walk to a crack in the rock, and then an opposed hands crawl up the rock face using the crevice to hold on, and finally a desperate reach to snag the shawl while maintaining a single hand grip on the cliff.

* Squirrel: After the first climbing check, a squirrel startles the lead climber causing him to make a Wisdom Check or lose his grip.

* Eagles: Two golden eagles nest on the summit and the shawl lies in their nest. They attack trespassers who approach within 50 feet of their nest and must be distracted long enough for someone to grab the shawl. Fighting the eagles while climbing the spire requires a Dexterity Check for each attack and each time the eagles attack. Failure means that the character slips and must make a Strength Check (with a -4 penalty) to recover or fall. A character attempting to fight while climbing attacks with a -4 penalty to his attack rolls.

For sake of this climb, Magpie is not subject to the high wind modifier.

When the heroes have retrieved the shawl and return, old Grisling calls to them from the cave not to enter, but to lay the shawl on a rock in front of the cave. Then she calls forth what she has learned:

> "The child's path has lead him into danger. There are those who seek to do him ill. Journey north and cross the great divide on the back of a fallen giant. The path leads then to the brink of despair and you must descend swiftly into the gathering dusk or the child, I fear, will fall prey to the slathering pack!"

She then answers any other questions the heroes may pose, except to interpret her message. Just as the questioning ends, the shawl moves quickly into the cave (her rat has sneaked out of a hole in the rock and grabbed the shawl).

No further answers come from the cave. If the heroes try to search it, a white dove darts out of the cave mouth as they enter and flies off. There is no sign of the old witch.

10. Log Bridge

> The land rises as the trail leads north. The scant vegetation abandons the land, leaving only bare grey rock and hard-packed earth. The high mountain wind moans loudly, whipping stinging grit against bare skin, and scouring the lonesome boulders.
>
> A darksome gash splits the mountainside with a river gorge. Black waters crash and boil in its depths. Yet fortune seems to smile, for a once-mighty forest giant has fallen to bridge the gap to the bluff on the far side.

The floor of the ravine drops away 80 feet to the roaring waters below. The mountain wind sets wisps of mist writhing and dancing above the ravine.

A Tracking check reveals freshly broken bark and an apple core. The apple has been eaten by a humanoid with a small mouth and normal teeth.

The trick is to cross the log in the high winds. It is only wide enough to cross one at a time. The ravine is 65 feet wide and requires two Dexterity Checks, with -4 penalties due to high winds, to successfully cross. A rope railing held sturdy on each side reduces the penalty to -2.

Failure of a Dexterity Check results in the character slipping. If he is holding onto a rope railing, he falls off the log and hangs in space, swaying back and forth, and must now make a Strength Check for every 25 feet he has to climb up the rope. Failing the check by 4 or less indicates that the character slips back 10 feet; failing by more than 4 points indicates that the character falls.

If a rope is tied to the character and held by one end, the character swings into the canyon wall, suffering 2d8 points of damage (successful Dexterity Check cuts this in half).

A crawling character reduces the wind penalty to -2, but may need to make more than two checks to cross, depending on speed of movement.

A levitating character is carried southward at 24" per round.

If a character is not roped for safety, his first fall means he is hanging onto the log and must make a Strength Check with a -4 penalty. to climb back up. If he fails the check, he falls into the raging water, suffering 4d6 points of damage and requiring a Constitution Check to remain conscious. Conscious and unconscious victims are swept to a boulder in the stream and then suffer 1d4 points of damage each round until rescued.

11. Precarious Precipice

> The path leads to the edge of a steep cliff that drops to the valley below. The bitter wind whips our hair and cloak; your exposed flesh grows numb as a sinking feeling overcomes you as you study the situation.

The cliff is 80 feet tall and bears shrubs and vines that would support the weight of a child, but not one of the heroes. Two Dexterity Checks are required to climb down the cliff face. If a rope that is long enough to reach the base can be fashioned, the characters can slide down the rope and require only one Dexterity Check to reach the base.

Even as the party studies the situation, the howl of a wolf echoes through the valley and several wolves race across the clearing at the base of the cliff and into the woods. Three rounds later there is a high-pitched shriek from the woods as the wolves

fall on their prey.

There are 13 wolves in the pack ravenously devouring a young deer, dragging the head and legs off into the woods so that nothing remains that could identify it as a deer. Nearby, two younger cubs wrestle over a bloodied blue tunic while they await their chance at the kill. The wolves resent intruders and attack any who venture within 50 feet or who attack them. Once eight of the wolves have fallen, the rest flee into the woods, leaving the tragic scene behind, a mute testimony to the heroes' tardiness.

The wolves' den is at the base of the cliff the characters descended. Master Lor actually climbed down the cliff and discovered the wolf cubs while the pack was out hunting. He wrestled and played with the cubs, picking up the wolf scent. When the pack returned, this scent brought them to accept the mancub. Wrestling with the cubs resulted in the boy's tunic being torn off and left behind. One of the cubs has been carrying the shirt around as a plaything since.

This encounter should leave the PCs thinking that they have failed and they should turn homeward in despair.

If someone wants to carefully examine the remains, they determine that the body is not that of a human if they succeed with an Intelligence Check (vs. ½ the character's Intelligence score).

12. A Sad Return

> The trip home is made in silence through the valleys, seemingly longer and more arduous than the previous trials even though it is all down hill. Each of you keeps his own council, pondering what might have been.
>
> At the mouth of the vale the sound of warbling fills the air, and the familiar forms of the stupid, flightless 'wary flock is sighted.

The party should probably be bloodied at this point and the PCs should quickly realize that the scent will panic the creatures and cause them to stampede. If they do not realize this, have the 'waries chase the party back into the canyon they have just left, without causing a lot of harm. The birds then return to graze at the mouth of the valley.

The wind is blowing at such an angle that if the party could climb a small side ridge to the right, they can move downwind to avoid the creatures.

Once they crest the ridge, one of the party hears something. The sounds of several gulping, gargling hobgoblin voices can be heard and a discriminating listener (Intelligence Check) also hears a soft whimper.

The hobgoblins seem to be threatening all sorts of dire consequences, though their subject does not seem to answer. Investigation of the noise uncovers a band of five hobgoblins interrogating a shorter figure. Unless the heroes take the time to check, they are unable to determine who is the subject of the questioning. It is Master Lor—with bare feet, dirty blond hair, shirtless, and totally filthy.

If the part attempts a rescue, one of the hobgoblins is alerted at the last minute and places a whistle to his lips and blows. In response to the whistle, a horn sounds, and then a second more distant horn. A hobgoblin animal handler and three large wolves arrive in one round and harass the party. However, the heroes should discern that reinforcements are on the way and that they had best make a run for it. If need be, Magpie will point out this course of action.

Flight should lead them deeper into the box canyon, and after three turns, they should realize they are trapped between 200-foot-tall cliffs and the advancing enemy.

Master Lor is shaken, but unharmed and happy to see familiar faces. He doesn't know why the mean men are after him.

Whenever the heroes decide to stand and fight, they have three turns to prepare. If they attempt to use the time to climb out of the canyon, begin the melee when the first group is halfway up the canyon wall. This is the grand finale of the adventure and should not be avoidable.

13. Dire Straits

> The place you have chosen to stand and fight is the best that you could find. It forms a swell in the land, fronted by a bowl-shaped clearing with steep sides that the enemy has to cross before engaging you. There is only minimal cover within the bowl: several rock outcroppings and a few fir trees. The ground is carpeted with dried needles and pine cones. A game trail leads across the clearing and then winds up the rocky slope on your side.
>
> Flanking the bowl on the right, a mere 100 feet away, is the mountainside, while on the left is a steep slope down the mountain. The bowl is surrounded on all sides by stands of pine trees marked with occasional rocky outcroppings.

The enemy force comprises 36 hobgoblins, six Baaz, two spell-casting Bozak draconians, two giant weasels, and the force's commander. The leader of the hobgoblins looks exactly like that famous coward, Lord Toede, who is said to have died in the great War of the Lance. But that can't be, can it?

The commander is a bully and a braggart, but is not a bad tactician. He speaks with a croaking, gulping voice, licking his lips often with a broad tongue and generally acting uncouth.

He is searching for the ogress, in hopes of getting her to scry the location of a legendary sceptre of command that was lost ages ago. He has no idea that Master Lor is also a budding prescient. The commander assumes that the heroes are protecting the Oracle and he wants to get her

location out of one once he has eliminated the others.

For purposes of this combat, the following special features should be used:

* Cover: The brush provides *concealment* and +3 to AC vs. missiles. Rocks provide cover and +3 to AC vs missiles.

* Movement: Most of the terrain, whether on the game trail or off, is treated as open terrain and normal movement rates are used. Shrubs cluster near the base of some trees and on the edge of the bowl, providing some concealment.

Use indoor ground scale for this outdoor encounter (every inch of movement equals 10 feet). Rocky outcroppings and brush slow movement to half normal.

* Slopes: Charging up a slope reduces the characters' movement to half normal. Charging down a slope doubles the movement rate.

* Battlefield Dimensions: The size of the clearing is 120 feet across by 200 feet long. The slope is a total of 30 feet wide on both sides of the bowl. The area of trees within sight of the bowl is no more than 150 feet wide. There are six boulders in the clearing and nine outcroppings of rock on either side of the bowl, with one outcropping on each side being triple sized. The standard dimensions of an outcropping or boulder are nine feet wide by 15 feet long; they vary in height from six to nine feet tall. The large outcroppings are 27 feet long by 45 feet wide and tower 15 feet tall.

* Time of Day: The time of day is dusk. Shadows are long and plentiful for hiding. The enemy does not suffer any penalties if the battle lasts into darkness.

* Detection: The commander, draconians, and weasels are able to detect the presence of *invisible* creatures within 100 feet and are able to pinpoint location and suffer only a -2 penalty when attacking *invisible* creatures within 50 feet, because of their heightened sense of smell.

The hobgoblins use the following pattern of tactics to fight the heroes, always attacking in a spread-out formation to prevent the effective use of area-effect spells.

The hobgoblin patrol marches up the trail with 18 hobgoblins and one Bozak acting in command. The second squad, comprising the other half of the force, is about five rounds behind the first.

Magpie is unable to hold back and flings stones and insults once the enemy is within range. The draconian has already alerted his squad to the presence of intruders in the woods using hand signs and they move to engage any they can sight. Only eight hobgoblins can be meleed at a time.

You should position the Bozak to strategically use his spells to catch as many characters as possible. He may use levitate to lift off the ground so he can gain a charging attack by swooping down on wing. When you think the Bozak is about to die, be sure to move him within 10 feet of as many characters as possible so that when he explodes he harms as many as he can.

Once the Bozak, or eight of the hobgoblins, has fallen in battle, the rest make an orderly retreat to the other side of the vale to rejoin the second squad.

Second wave of attack: The PCs see the hobgoblins seeking cover and attempting to regroup on the other side of the bowl. If any of the heroes steps out in the open, eight hobgoblins fire arrows at him.

Once the troops have found cover, the commander shouts for the villains to surrender the Oracle. He continues to talk until, stopping abruptly in midsentence, he waves his archers to lay down a hail of fire as he sends three of the hobgoblins dodging across the clearing as a distraction from the real attack.

Charging up the left flank comes a force comprising half the remaining Baaz and eight hobgoblins without bows.

When the hobgoblins or the Baaz die, the rest retreat.

Third wave of attacks: The commander is furious that his attacks have failed and he shouts and stomps about, kicking his troops and generally working out his frustrations. Then he signals for a horn to blow after a moment of thought, and it sounds its long and moaning anthem across the vale.

Then he appears to boldly step forth atop a rock outcropping and declare that this is the heroes' last chance for a peaceful surrender. He has sent for reinforcements! He attempts to ply them with guile, assuring that he means no harm, and is upset that they have, as usual, struck without giving him a chance to parley. All he wants to do is talk to the Oracle and get the answer to a simple question. He will then gladly leave everyone alone.

The commander states that if any further aggression is made against his party, any survivors will make sure that the entire clan hears of this outrage and they will come hunting the heroes.

The commander is trying to be as convincing as possible while actually stalling for time. He has sent the animal handlers and the two giant weasels around to the right flank and is awaiting their attack to sound the charge.

The commander is not really standing out in the open-the figure is only a hapless hobgoblin standing at bow point, acting like the commander, who is shouting from behind the boulders.

When the attack be ins on the right flank, he sends half the remaining hobgoblins and two Baaz across the clearing, including the hobgoblin (or another if the first is killed) who is masquerading as the commander.

Once over two-thirds of the attack falls to the defenders, the rest run. Magpie proves a bit bloodthirsty shouting, "Don't let any get away! They'll bring others, we can stop them now!" and goes chasing after the hobgoblins.

This pursuit is just what the commander hopes for, for he has hidden

the last of his troops on either side of a narrow defile with outcroppings of rocks to either side, waiting in ambush.

If no one pursues the retreating villains, they appear to run away, and join the ambush. The characters will encounter this last battle as they leave the valley!

Ambush: The ambush begins with the last Bozak casting a web spell in front of the heroes. The remaining Baaz then attacks from the gap behind, while the hobgoblins throws rocks (1d4 points of damage) and shoot the last of their arrows (five flights) at the trapped characters and then descend to melee. There is some cover (-2 bonus to AC) in the defile.

The commander himself joins the attack, but he flees, leaping away like the coward he is, when he suffers half damage.

If the battle is going against the characters or only three hobgoblins remain, a white panther will join the battle, terrifying the hobgoblins and chasing them away. This panther favors its right shoulder and is the same one the PCs saved earlier.

14. Rewarded

> The great cat pads back into the center of the defile, licks Magpie's face with its big tongue, and grins at the rest of the party licking the blood from its chops.
>
> Then the creature's form seems to bend and shift and for a moment; there stands a beautiful maiden, and then it is only old Grisling, the ogress. Silence fills the glade.

Master Lor comes forward to greet his friend and Magpie is very astonished and babbles to herself and anyone else who will listen about where did the pretty kitty go?

Grisling twists her ugly face into a snagletoothed smile, and rubs her hands together in appreciation.

> "Well done, well done indeed. We have vanquished the villains who sought to force my service. But this has been trying, very trying for you, and at what price?" She shakes her head sadly.
>
> "A reward then, that is what's called for, a reward. Ah, but I am weakened and can not hold this form long, so you must choose." Her form shudders, but her eye is keen and shrewd. "What will it be? Will you accept my thanks and gratitude? Perhaps someday I can bring you good or-tune and offer some boon you seek. Or perhaps I can magic my most prized possession here for you, a treasure beyond compare, payment enough for all the agony you have suffered and perhaps you can buy some ease? Still, you have suffered long and hard perhaps t'were best you had avoided this ill adventure. Would you have me turn back time so you will be healed of all harms suffered and this adventure will have never been? For this too, I can do. What shall it be?" The old hag's milky eyes look at you with calculating intelligence, awaiting your decision.

If the PCs think to seek the council of the prescient Master Lor, he makes a little speech.

> He concentrates, and then his eyes roll up into his head and he intones in a hollow voice, "Choice is always difficult; the way is murky. In the past lies succor, but all that has been done will be undone. The present is fleeting and of ever-shifting substance. But the future holds both promise and risk. More I cannot say.

The result of each choice is detailed as follows.

Turn Back Time:

> The old hag shakes her head in dismay. But then with a pass of her hand, as if cleaning a slate, she says, "It is done. The sands of time have been turned back!" Then, in a flurry of wind driven leaves she is gone, or perhaps she was never there. You rub your watering eyes and stretch in the morning air, savoring the aroma of fresh baked bread, spiced potatoes, and boiled sausage. It will be a fine breakfast with good friends and then you must be about the business you have planned for this glorious day.
>
> You glance at your five companions and pause a moment as if you were recalling a shared dream, an adventure that might have been.

All the heroes are back in the inn, alive and well despite their fates during the adventure. They are having difficulty remembering their adventure. During the confusion that follows, Magpie comes rushing in all flustered. She does not remember anything about the adventure, but she does bring important news.

> "Have you heard?...Um...There's a celebration for the heroes...You know...Carlotti, and that snob Frendren...an' them guys!... Ya see...they just rescued...M-m-master Lor-r-r...and stopped some nasty nasties...them globulins...and they got jus' heaps and heaps of treasure..."
>
> The flustered gully dwarf then spins and bounds out of the room to share the tale with others. A sinking feeling fills your hearts as you fight to recall fleeting memories of the past hours, and dream of some some reward you might have won!
>
> You have won the coward's reward! Certainly all are well and whole again, as if nothing had ever happened, for indeed it did not! You never accepted the mission, you never took the risk, and now

> the reward belongs to someone else! It seems that with every treasure, some price must be paid, some challenge met to reap the bounty. Ah well, a hard lesson learned.

Treasure:

> The old hag rubs her hands together in delight and chuckles to herself, "So it will be! Ever the same with the children of adventure!"
>
> She stirs the air with a finger and a dark whirlwind as tall as a man springs into being and races off over the treetops. Then motioning Master Lor to her side she embraces the child and says, "My blessing on thee, child. May your eyes open as the weight of your years gives you the strength to bear that which you must see..." A wracking cough overcomes the crone, and with a sad smile, she becomes transparent and fades in the dying sunlight.
>
> The roar of the returning whirlwind echoes through the valley as it descends before you, its strands of wind unraveling to reveal its precious bundle. The white statuette is carved from the finest ivory you have ever seen, into a life-sized statue of a great horned owl. Truly this is worth a king's ransom.

The statuette is about two feet tall and weighs about as much as a halfling. The PCs may load the treasure into any properly sized container and turn their steps homeward. As they travel, the burden seems to become lighter and lighter, until it feels like it weighs nothing at all. When the characters open their bundle, they make a sad discovery.

> Perplexed by the mystery of your lightening burden, you at last untie the bindings and unwrap your precious bundle. To your dismay, where once was an ivory statue of an owl is now a living owl. It spreads its wings and leaps into the sky before you can overcome your shock.
>
> Shaking your head in disappointment, you watch as your reward vanishes over the treetops. You have learned a lesson, that fortune, like the present, is fleeting. At least you have the satisfaction of knowing that you completed your mission and have reunited Master Lor and his parents.

Future Favor:

> The old hag cackles her delight. "An' so it will be! Nothing for now, but a debt to be repaid!" Her laughter echoes off the canyon walls. She turns and tosses a teasing wink at Master Lor. "Your champions are heroes of foresight. Why strip a poor lady's larder bare to pay a debt for a life. They shall have their reward yet!"
>
> Her laughter seems to swallow her and nothing remains but a dancing wind that swirls about each hero with a parting gentle caress and then races off over the trees. Strength floods your limbs and you feel whole again, as if some mighty weight had been lifted from your shoulders.

The heroes have been healed of any wounds they may have suffered. In addition, any of their comrades who fell in the final battles are found stirring weakly, alive again.

In high spirits the party should turn toward town, though the sun has sunk below the horizon and paints the sky crimson. The path leads the party toward the mouth of the canyon, but as they approach, someone sights the oddest band of black etched in the strata of the near right canyon wall. If the PCs are not drawn to investigate the stone, the wind tosses someone's hat into the air and blows it to the base of the cliff.

> It seems that fate is not yet done toying with you. You are drawn to the foot of the cliff. The dark band of strata etched in the cliff first seems black in the failing light, then glints silvery in the twilight, like a beacon drawing you in.
>
> There is something oddly familiar about the band of ore. You can scarcely contain your wonder when further examination confirms your suspicions. This is one of the largest veins of silver you have ever heard of! What value may be mined from this rock you can only begin to calculate, but it should easily be enough to make the entire town wealthy!
>
> The wind in the pines seems to share your delight, hooting with laughter at your discovery. Some reward indeed! As the old hag had said, perhaps she could bring you good fortune! Now the debt is paid in full.

Random Events

* *Startled Birds:* A flock of birds flutters into the sky some distance away, amidst a flurry of wings and cries. Something has disturbed them from their roost.

* *Fog Rising:* In the foothills of the Tirhan mountains, a fog arises without warning, blanketing the valleys in a veil of white, causing the unwary to wander in circles, to stumble to the edge of a drop-off (ten-foot fall), or to collide with a barrier.

* *Tree Fall:* In these woods the trees are old and rotten with age; a branch or entire tree may snap and fall at any time. And in these woods, if someone is near enough to hear the sound, they may be a victim—a successful saving throw vs. wands to jump aside or else suffer 2d6 points of damage.

* *Broken Path:* The path ahead is broken by a raw-edged ditch, as if the earth could no longer bear to be trod on. Shudders of horror fill all who cross it.

Dargaard Keep

Prologue

The lair of Lord Soth is a fearsome adventure into the kingdom of the undead. It is recommended for characters of 9th to 12th levels in parties of six or more player characters. It is highly recommended that one or two of these be clerics.

This adventure will enable the players to wrap up the loose ends left dangling at the end of the DRAGONLANCE® Legends trilogy: What happened to Lord Soth? What happened to Kitiara's dead body?

The outer wall of the keep was partially destroyed long ago by the Cataclysm. The rest of the keep is essentially intact. Built as a fortress of the Knights of Solamnia, the keep is not rife with traps, tricks, or puzzles. There is some logic to its construction and only minor changes have been made since the undead claimed it hundreds of years ago. During the War of the Lance, many of the weaker undead creatures were imprisoned and driven off by the draconian army that occupied the keep as part of a deal made with Lord Soth.

Here is a brief list of the alterations to the keep since the Cataclysm.

* The wings of Level 5 were altered by Soth to maintain the morale and fitness of his minions.

* Levels 7 and 9 have been made deadly by Soth's skeletal warriors in the 100-year competition of the Deadly Doorways.

* Level 8 is sealed off entirely. There is no entrance for physical beings.

* Level 11 has been altered to house the stable for the 14 nightmares reside within.

* One of the outer entrances to Level 12 remains blocked by rubble from the time of the Cataclysm.

The Story

The player characters, relaxing at a tavern, are startled when a fully armored Knight clanks into the room. "We're looking for a few good men (and women) to help the Knights of Solamnia in this time of peril! Great danger and great rewards will come to those who succeed."

Asking for more details, the party gathers around the Knight out of curiosity. "Looks like the augury was accurate! I've found some heroes here! Follow me!"

The party follows the Knight out of the tavern and through a crowd of townspeople who have gathered on the green to get a close look at the Knight's dragons. Each of the dragons is a metallic color. On the back of each dragon is an armored Knight sitting in a great saddle that will easily accommodate several passengers. "Come, by the Oath and the Measure, we will return you here if you choose to refuse our mission."

Still curious, the party decides to learn more of this mysterious quest. Once the characters are strapped in, the dragons take off with a leap and a flap. The journey is long but breathtaking! The dragons land in a field at the edge of a mountain forest. After dismounting, the PCs follow the Knights along a path into the woods. On the other side of a small stream is a clearing that contains four wooden huts.

As you enter the clearing, an old man in a blue robe appears in the doorway of the nearest hut. He motions to the Knights and the party to approach. "Greetings, Elmorr!" the old one said. "I see you've brought us some heroes."

"Yes, Prophet. These are the ones you sent for."

"Thank you, Elmorr. Please wait with your dragons should these people choose to return home."

"Yes, Prophet!" Elmorr spins around and with his companions strides off across the creek and down the path through the forest.

"I am Prophet Siswik and this is my friend, Archmaster Bergg." Everyone turns to see another old man walking slowly out of the next hut. "We are monitoring the growing evil that dwells in the mountains north of this forest."

Archmaster Bergg then speaks: "Sirrion has informed us that a great imbalance is occurring at Dargaard Keep. Evil creatures now reign supreme. It is suspected that Lord Soth himself has harnessed the broken forces of an ancient artifact of Good to create an Abyssal rift!"

"Bergg! You're getting ahead of yourself!" scolds Siswik. "Let us tell the story from the beginning."

"But we know where they are!" says Bergg. "Right up there, across the chasm. In the keep. A small group of adventurers could penetrate the fog that surrounds the keep and slip in without alerting the draconian guards. These adventurers must find the five parts of the rod, assemble it correctly, and jam it into the Abyssal rift. This should seal the rift forever! Only a lawful good paladin or cleric can touch the parts of the rod. Do not attempt to use the rod for yourself-it will fry your brain. Even Soth himself has not been able to use it as intended."

Stroking his white beard, Siswik scans the party and says, "The keep certainly contains a great deal of loot, fabulous weapons, and magical items. That which you recover is yours. Will you accept this quest?"

Give the players time to decide whether they wish to play this adventure. If they accept, go to "Quest Accepted." If they refuse the quest, go to "Quest Rejected."

Needless to say, Siswik and Bergg cannot be harmed. They will both disappear with all four huts if attacked. Then, if the party emerges from the forest, the Knights and dragons fly away in disgust, leaving the party in the foothills of the Dargaard Mountains.

Quest Rejected

If the party declines, the old clerics act disappointed and the Knights return to escort the party back to the dragons. They are then flown home in silence. The adventure is over. Fun, eh?

quest accepted

If the party accepts the quest, Prophet Siswik holds his medallion of Mishakal at arm's length and casts the *quest* spell on the party. No saving throws are made. Bergg then pulls a long hair from his head and ties it around the wrist of the most experienced non-evil cleric in the party. "Break this hair for limited divine aid or to return the entire party to us here."

"Do you need any supplies?" Siswik asks. If the party needs anything reasonable, like rope, holy water, etc., Bergg goes into one of the other huts and returns with the required items. Food and water can also be supplied. Nothing magical is available.

Then the PCs are directed to another path that leads to the road to the keep. It is a 20-minute walk to the road and a two-hour walk uphill to the keep.

The Two Clerics

Siswik is a 17th-level cleric and the chosen Prophet of Mishakal (Mishakal is the Goddess of Healing). Siswik is capable of healing the entire party when it returns to the clearing during the adventure. He will not join the party, nor will he enter the keep.

Bergg is a 15th-level cleric and the Archmaster of Sirrion. He also is capable of healing the party during the adventure. He has a crystal ball that permits him to watch the area surrounding the cleric he tied his hair-charm onto. At the DM's discretion, he may even *windwalk* into the keep to aid the party in a desperate situation. Do not let the party think that he will appear every time they are in trouble. Wait until things are really desperate to use him in this way. He will not attack anything, but he will attempt to *turn* undead if necessary. He will leave the party as soon as he has improved the situation (probably by doing healing or resurrecting).

Bergg will not the the party another hair-charm if they break it. It either returns them (dead or alive) to the clearing or summons Bergg to the keep.

Siswik and Bergg are greatly blessed and protected by their deities. No harm can come to them.

Background on Dargaard Keep

The War of the Lance has long been won, but its toll on the people of Krynn was great. The civilizations of Ansalon are slowly rebuilding. The Knights of Solamnia have regained their role as the guardians of Good. But the small circles of Knights in the scattered towns and villages can barely keep up with the lawlessness that pervades Ansalon.

Remnants of the once-powerful dragonarmies still roam the wilderness, scavenging off the land and its peoples. The best-known stronghold of evil forces, Dargaard Keep, stands



at the north end of the Dargaard Mountains, to the west of Kalaman.

The legends say that a thick, ray fog covers the northern reaches of the Dargaard Mountains. The fog radiates fear and evil. Goatherds tell stories of brigades of Knights that were "eaten by the fog itself." The hill bandits are said to camp outside the fog, surrounding themselves with bonfire barriers at night. Small groups have ventured into the fog and returned with tales of wolfmen roaming the forests, giant bats in the sky, and zombies sprouting from the earth.

The keep was built by the Knights in homage to Paladine, the God of Good. As the strategic headquarters of the Knights of the Rose, the keep was built of a very rare rose-colored granite.

The rose-colored walls rise from the rock in the very likeness of a rose itself. Complete with a beautiful temple to Paladine, the keep served as the northeastern outpost of Solamnic justice. Built on the northern rim of a 1,000-foot-deep chasm, the keep is nearly impregnable. The only entrance is across a sturdy bridge over the chasm and through the well-guarded outer gates.

Several years before the Cataclysm, Lord Loren Soth, a Knight of the Rose, came to fame among the Knights of Solamnia. Born a leader, Soth rose through the ranks of the Knights by winning many battles in the name of justice.

Upon his promotion to the rank of Archknight, he married Lady Korinne of Palanthus. Soon after, he accepted the command of Dargaard Keep to escape the court intrigues that surrounded Lady Korinne's noble family. Five years passed, and Korinne still had not given Soth any children.

While on a mission far to the east, Soth, an intensely passionate man, met and fell in love with a beautiful elfmaiden cleric. Denissa was a disciple of the Kingpriest of Istar. Not knowing that Soth was married, she fell under the spell of Soth's saintly strength. A fortnight later, he left her with a promise to return within the year.

Upon returning to his keep, Denissa haunted his thoughts. A plan emerged out of tormented passion for his elven cleric: Lady Korinne had to disappear-permanently. Korinne was no longer seen in the keep. It was rumored that she was pregnant and had taken to bed.

The Knights and regular servants were told that it was a difficult pregnancy. Special attendants were hired by Soth to care for his wife. Only these hand-picked servants were allowed to see Korinne. Then came the announcement that Soth's wife and the baby died in childbirth. The truth was that she was strangled by an assassin hired by Soth himself.

She was buried in the huge cemetery across the chasm from the keep. Her hired attendants were quickly dismissed and sent packing. Soth, in his apparent grief, rode off to the east.

Weeks later he returned with a group of elfmaiden clerics, disciples of the Kingpriest.

His closest friends knew that Soth was not the same man they had campaigned with. Something had changed since his wife died. They watched as he quickly became enamored of one of the elfmaidens. In the spring they were married. Within the year she gave birth to a handsome little boy.

Lady Denissa earned the love and respect of the Knights and servants quickly. She was very wise, very kind, and never showed the grief she felt when she learned of the sinful deeds of her husband. In commune with her goddess, she was told that a holocaust would occur, that the Gods were displeased with the selfishness of the rulers of Ansalon and the very clergy itself! She warned Soth of the impending disaster, but he scoffed at her religious hysteria.

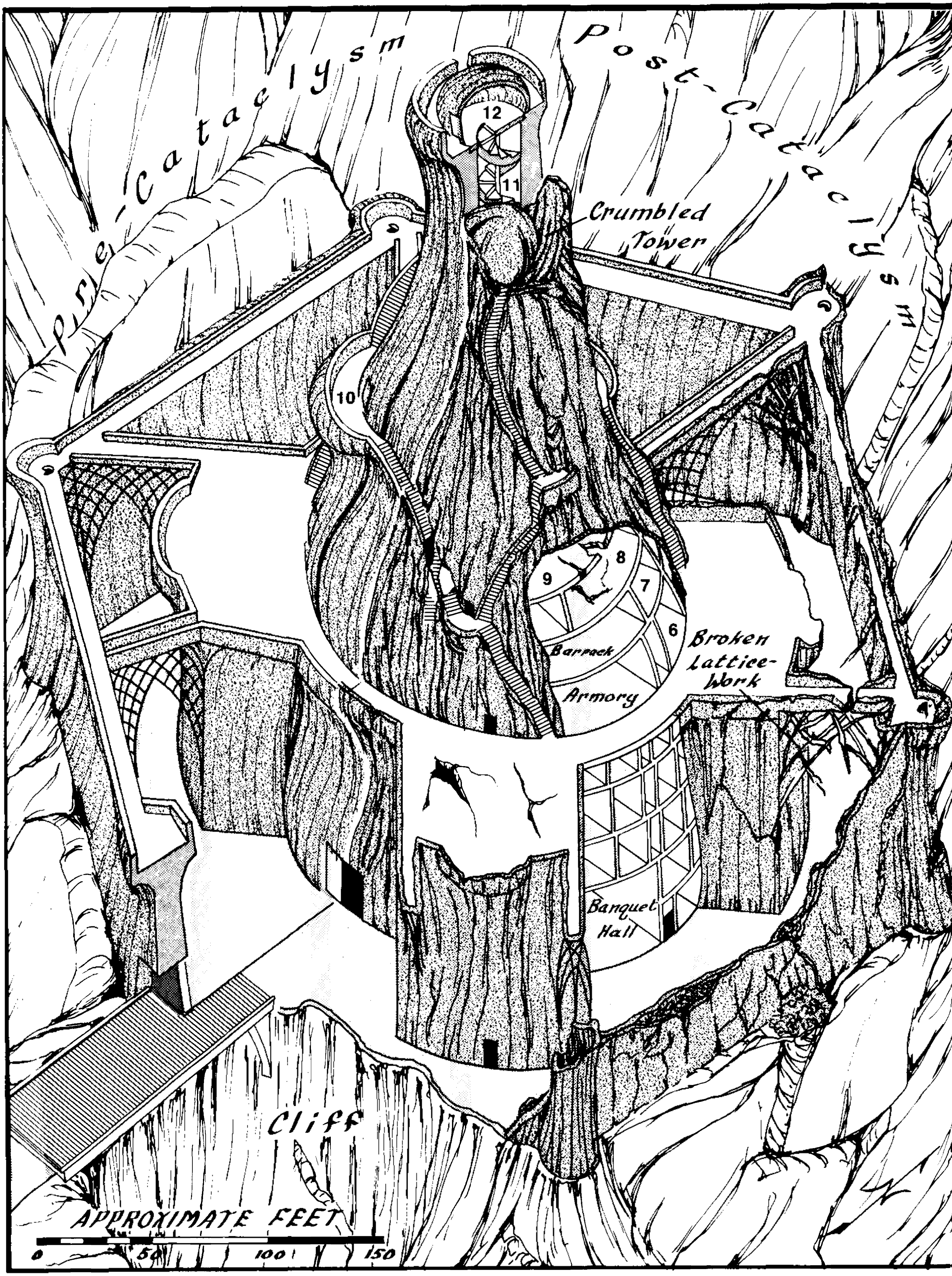
She prayed to the Goddess Mishakal that Soth be allowed to redeem himself. Her prayers were answered, Mishakal told her how Soth could stop the great Cataclysm that was to occur. Through her love and spell-induced visions, she convinced Soth that he could redeem himself by finding the *rod of omniscient wisdom* and putting it into the hands of the Kingpriest at the Temple of Istar. Questing deep into the Dargaard Mountains, Soth and his hand-picked band of Knights fought their way down to the bottom of a maze of volcanic caverns to claim the legendary rod.

The adamantite coffer that held the rod bore the inscription "He who removes this artifact from its resting place shall replace it with his soul." Believing himself on a holy quest, Soth cracked open the coffer lid and peeked inside. He was the only one to see the purple drawstring bag, bearing the five segments of the rod, and 13 gold circlets. He reached in and removed the purple bag. Suddenly, the room became unbearably hot. Soth and his thirteen Knights passed out in a delirium. When they regained consciousness, Soth could not help but wonder if he had just lost his soul. He went to the coffer which was now closed. It would not open. So they left the caves and set off toward Istar with the holy artifact.

Halfway across Thoradin, they made camp by a shallow river. There were no moons visible in the sky when the group was approached by four dark elven maidens, all disciples of the Kingpriest of Istar. They had sought him out after learning of his murderous deed and his present quest.

Here he was, risking his life to reach Istar and the Gods were telling every female cleric of his sins! Then the elfmaidens threatened to betray him to the Kingpriest and destroy his quest. His dear wife Denissa, they said, was at that very moment sleeping with Greyspawn, Knight of Heart.

This was more than Soth could bear! He ordered his men to break



Pre-Cataclysm
Post-Cataclysm
12
11
Crumbled Tower
10
9
8
7
6
Barrack
Broken Lattice-Work
Armory
Banquet Hall
Cliff
APPROXIMATE FEET
0
50
100
150

camp at once and to bring the women with them. They were returning to Dargaard Keep.

If these accursed elves knew of his crimes, how could they be wrong about his wife? This was his ironic fate-he had been unfaithful to his first wife and now his second wife had been unfaithful to him. As he had murdered Korinne, Denissa had sent him on a deadly quest so she could be alone with her lover! Had he lost his soul? And she was cavorting with his long-standing friend! Betrayal and double betrayal!

Soon after their arrival, the rod was placed on the temple altar and council meeting was called in the great circular Entry Hall. His wife was summoned before all and accused of infidelity by the treacherous dark elves.

Innocent, stunned, and shamed before all, she ran to him, clutching her young child to her breast. At that moment, the world shook and everyone was knocked to the floor. The great chandelier fell from the ceiling above the hall and caused a blazing inferno in the heart of the keep. No one escaped the deadly flames. But before Denissa died, she called down a curse upon Soth, condemning him and his Knights to eternal dreadful life. Soth and his men were "reborn" as a death knight and 13 skeletal warriors.

The keep was largely left intact after the Cataclysm. The fire scorched the lower floors and charred the outside of the tower. The southeastern wall of the keep had crumbled and fallen into the chasm as a result of the earthquake. From a distance, the keep now looked like a withered black rose.

Forever wearing his enchanted armor, Soth became the Knight of the Black Rose. Soth soon found that he was quite different in form and power from his loyal followers. The men who had accompanied him on his quest had become skeletal warriors and the rest of his men had become undead creatures of every type.

Feeling the awesome holy power of the rod, which had been placed on the temple altar, none of the undead entered the temple for nearly 200 years. Lord Soth spent this time learning dark magical spells. He now worshiped Takhisis, the five-headed Goddess of Evil. It was she who gave him the spell that allowed him to temporarily handle the pieces of the rod. So he sealed the five parts of the rod in five separate but similar places in the keep where no one would ever find them. The aura of holiness would forever be kept scattered and diffused.

Each night, for hundreds of years, Soth surrounded himself with his loyal knights, and listened again and again to the four dark elven banshee clerics who wail his tale of horror. Living creatures who hear the wail of the banshees will most likely die. So the kee could only be inhabited by the undead.

During the War Soth spent time in the service of the female human Dragon Highlord, Kitiara, who commanded the Blue Dragonarmy. Over time, he came to desire her. Kitiara and the draconians were terrified but otherwise unaffected by the banshees' song. Years later when Kitiara died, Lord Soth came to take her body away with him.

No one has seen either of them since.

Lord Soth

Lord Loren Soth of the Black Rose is a death knight. He will appear to the party at opportune times chosen by the DM to add tension and suspense. He will first appear and command the party to leave at once with their lives and souls intact. Then he will create a wall *of* ice between himself and the party.

The next time he appears, he will warn the party that they have chosen to ignore his generosity so they should enjoy his keep while they can because they are about to die. He will then create a wall *of* ice behind the party, gate in 20 Baaz (hp 12) with short swords, and vanish. From this point until the final encounter, Soth will occasionally surprise the party b casting a spell around a corner or from a hidden place.

The third and final encounter will be in Soth's lair on level 7. Here he will attack on sight. If his hit points go to 0, he dissipates and does not return. He will try to escape by going ethereal when his hit points get low. He cannot be killed because he has lost his soul and is under a powerful curse.

Soth's abilities are as follows: He cannot be turned or dispelled. He has 75% magic resistance and a 55% chance of reflecting any spells cast on him back at the caster. He generates fear in a 5' radius. He can create a wall *of* ice at will and has the innate powers of *detect* magic and *detect invisibility* Twice a day he can *dispel magic* and gate in draconians: 20 Baaz (30%) or 15 Kapaks (25%) or 10 Sivaks (25%) or 10 Bozaks (15%) or three Auraks (5%), with a 75% chance of success. Once per day he can use any one of the power word spells, he can use one *symbol of pain/ fear,* and he can generate a 20-dice *fireball* whose blast area he can control. In addition, he can cast all magical spells at the 2d experience level.

As a type of lich, he is immune to (and will thus reflect) the following spells: *charm, sleep, enfeeblement, polymorph, cold, electricity, insanity* (and any other mind spells), and death spells and symbols.

Lord Soth
Solamnic Death Knight

Strength 18/99
Intelligence 10
Wisdom 9
Dexterity 14
Constitution 17
Charisma 17

AC 0
THAC0 12
HD 9
hp 59
AL CE


T. Yeates &
T. Truman

He wears *plate mail +3* with a *helm of etherealness* that is mentally triggered; the helm allows him to materialize and dissipate at will, making him practically invulnerable. He carries a *two-handed sword +3* and the legendary *rod of elemental fire* that only Soth can use.

The *rod of elemental fire* was won by Lord Soth in a battle long ago in the plane of Fire. The rod is three feet long, decorated with carved skulls and learing faces. It exudes a grey smoke from its top end constantly. When manually triggered by Soth, it randomly does one of the following (roll 1d10):

D10 Roll	Result
	Fireball (10 dice)
2	Fire Shield
3	Wall of Fire
4	Summon 4 Fire Elementals
5	Summon 4 Efreeti
6	Summon 10 Magmen
7	Summon 5 Salamanders
8	Summon 20 Fire Bats
9	Summon 10 Azer (HD 5+4)
10	Summon 1 Imix

Fire elementals, efreeti, and salamanders are found in the *Monster Manual.* Magmen, fire bats, and azer are found in *Monster Manual II.* Imix, the Prince of Evil Fire Creatures, is found in the *FIEND FOLIO®* tome. All but Imix will fight to the death.

Soth's nightmare, Moggi, is in the stable on level 11.

Soth's 13 skeletal warriors are on levels 7, 9, and 11. They are only affected by magical weapons, are 90% magic resistant, and cannot be turned or dispelled! Their appearance is similar to that of a lich. Each warrior's soul is trapped in a golden circlet. These circlets are in an adamantite coffer with Soth's soul, hidden deep in the Dargaard Mountains. The Knights are not aware of the location of these circlets, nor is Soth aware of their significance, even though he saw them briefly in his haste to secure the *rod of omniscient wisdom.* The mere sight of a skeletal warrior will cause a creature below 5 Hit Dice to flee in panic. They are + 3 to hit with any weapon.

The Undead of Dargaard Keep

Dargaard Keep is a very unholy place. All attempts by clerics to turn or dispel undead suffer a two-row shift down on the Clerics Turning Undead table. This means that a cleric turns a mummy on the vampire line, which is two rows down.

Use the following common undead equivalents when consulting the turning table for the unusual undead monsters in this adventure.

Ghast = Monster Zombie
Wraith = Coffer Corpse Huecuva
Sheet Phantom
Mummy = Son of Kyuss
Spectre = Apparition
Juju Zombie
Sheet Ghoul

Revenants, skeletal warriors, and the death knight cannot be turned or dispelled.

Wandering Undead Table

Use this table in the courtyards and terraces of the keep. Also use it at your discretion in the halls and corridors of the keep, day or night.

D10 Roll	Undead
1	20 Skeletons
2	20 Zombies
3	10 Ghouls
4	8 Shadows
5	6 Wights
6	6 Ghasts
7	4 Wraiths
	4 Mummies
9	2 Spectres
10	2 Ghosts

Cemetery

The keep cemetery is huge. It extends from the bridge across the chasm for 1,000 feet on both sides of the keep road. The party has three random encounters in the cemetery on the road to the keep, if they hurry. As soon as they destroy one group of monsters, roll for another group approaching them from the direction of the keep. When they reach the bridge, be sure to have them being pursued by monsters. No cemetery monsters will set foot on the bridge or cross the chasm in any way. They all know about Jariket (see "The Main Gate," following).

D10 Roll	Monsters
1	3 Were bears
2	4 Wereboars
3	7 Wererats
4	3 Weretigers
5	5 Werewolves
6	20 Zombies
7	10 Juju Zombies
8	5 Monster Zombies
9	4 Storopers
10	12 Vargouilles

The Exterior of The Keep

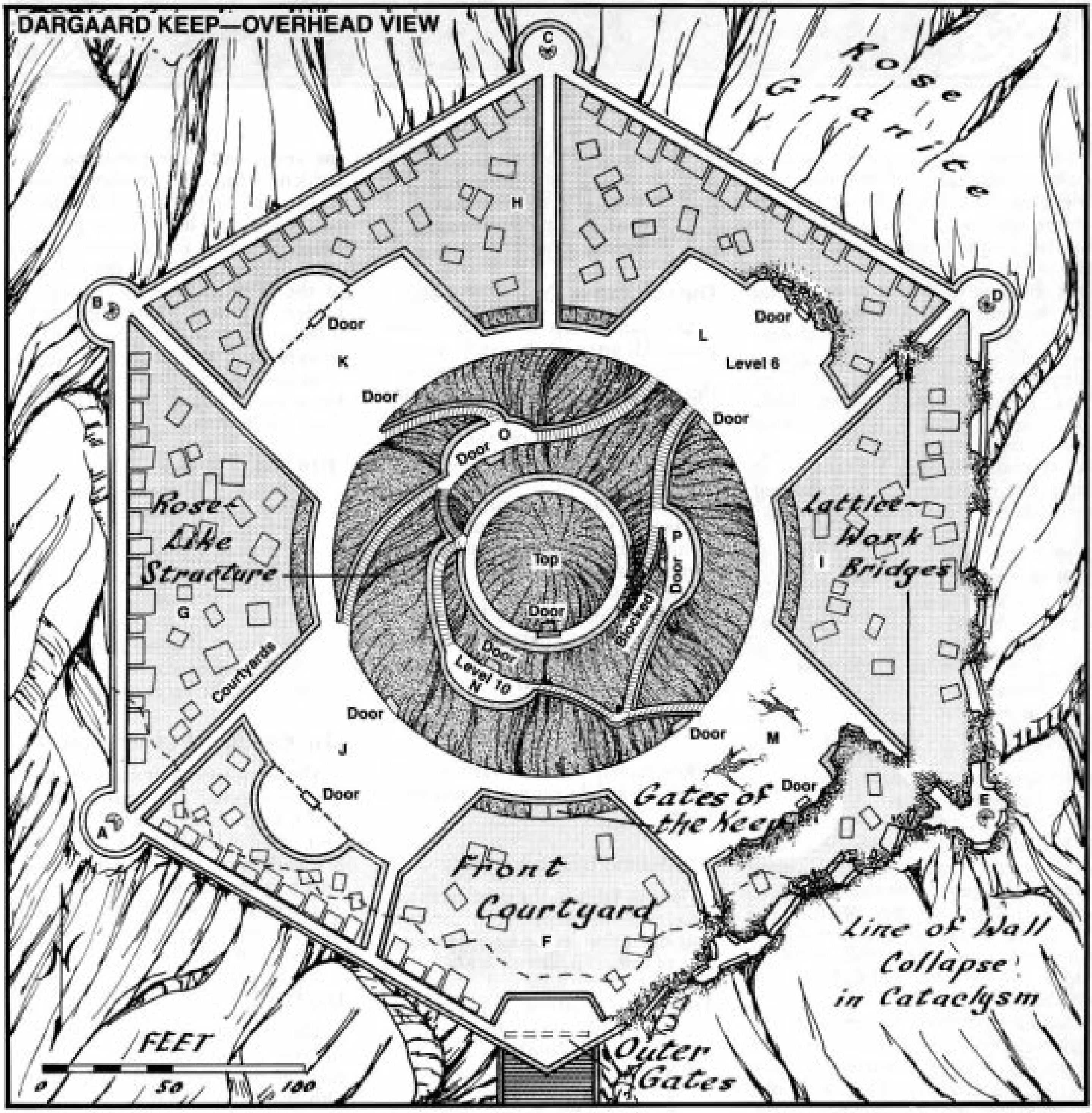
The keep's exterior consists of the main gate point, five wall-top points (A-E), four courtyard areas (F-I), the four wall-top level (level 6) terraces (J-M), and the three level-10 balconies (N-P). The exterior of the keep is guarded by draconian troops during the day and by random wandering undead at night.

The Main Gate

The main gate stands open during the day and is closed at dusk. Over the gate doors is carved, "Est Sularus Oth Mithas," which means "My Honor is my Life." During the day, there are four Baaz draconian guards at the outer end of the bridge (across the chasm from the keep).

There are also four draconian guards (three Sivaks and one Bozak) standing outside the main gate doors, which open wide enough to permit a horse to pass through.

There is little chance that the party can approach the bridge unobserved. The outer guards stop the PCs and ask


DARGAARD KEEP—OVERHEAD VIEW
Rose Granite
A
B
C
D
E
F
G
H
I
J
K
L
M
N
O
P
Door
Level 6
Level 10
Top
Blocked
Rose-Like Structure
Lattice-Work Bridges
Courtyards
Gates of the Keep
Front Courtyard
Line of Wall Collapse in Cataclysm
Outer Gates
FEET
0
50
100

what their business is and who they are. There is a 50 % chance that one of the eight gatetop draconian guards (Baaz-hp 12, 12, 11, 10, 10, 10, 9, 9) runs into the keep to announce the presence of strangers.

At night, the main gate is closed and guarded by a lich who sits with his back against the outer doors and fancies he can handle just about anyone who survives the walk through the cemetery. During the day he can be found in Room 7 on level 8.

> Emerging from the cemetery, you approach the bridge. Close examination reveals claw marks in the dirt at the edge of the bridge. The fog rises heavily out of the chasm. Visibility is low. You can barely see the massive doors to the keep framed by two torches.

Any character who gets to the keep end of the bridge sees a dark lump in front of the keep door. It could be a rock, a piece of wood, a large bag, or an animal. Closer examination reveals a lich (roll saving throws vs. fear) with a spell already prepared.

Lich (Jariket): AC 0; MV 6"; MU 20; HD 11 + 9; hp 60; #AT 1; Dmg 1d10 and paralyze by touch; AL NE; affected only by magical attacks; sight causes fear; immune to mind spells, *polymorph,* cold, electricity, and death spells/symbols.

Jariket warns the PCs to stay on the bridge if they want to talk. He does not tell them anything useful or true, but he does try to find out why they are here. Then he offers them the opportunity to turn back. He does not let them pass. And he wins initiative each round. He escapes to his room by any number of spells if he is bested by the party.

Wall Points A-E

The only access to the main gate wall top, and to keep levels 5 and up, is to climb the stairs from the courtyard up any wall point (up five flights). The troops at the wall points are responsible for guarding the walls halfway out from their wall point in both directions toward the adjacent wall points.

During the day, each intact wall point is patrolled by 11 Baaz (hp 12) and one Bozak (hp 22). Wall point E is a hollow shell-its stairs are crumbling and strewn with rubble.

At night, each of the intact wall points is occupied by 10 skeletons (hp 6) and 10 ghouls (hp 15). These low-level undead carry spears. They can be seen standing on the wall tops, swaying back and forth in the moonlit fog.

Courtyards

These courtyards are overgrown with grass and weeds. Against the walls are the weathered remains of horse stables and merchant stalls. In the center areas are scattered grave sites. During the day, each grave has a shabby spear stuck in the ground next to it. At night the spears are used by the skeletons and zombies that crawl up out of their graves to guard the walls. The ground over each grave contains a pile of loose dirt, as if each grave had been recently dug up.

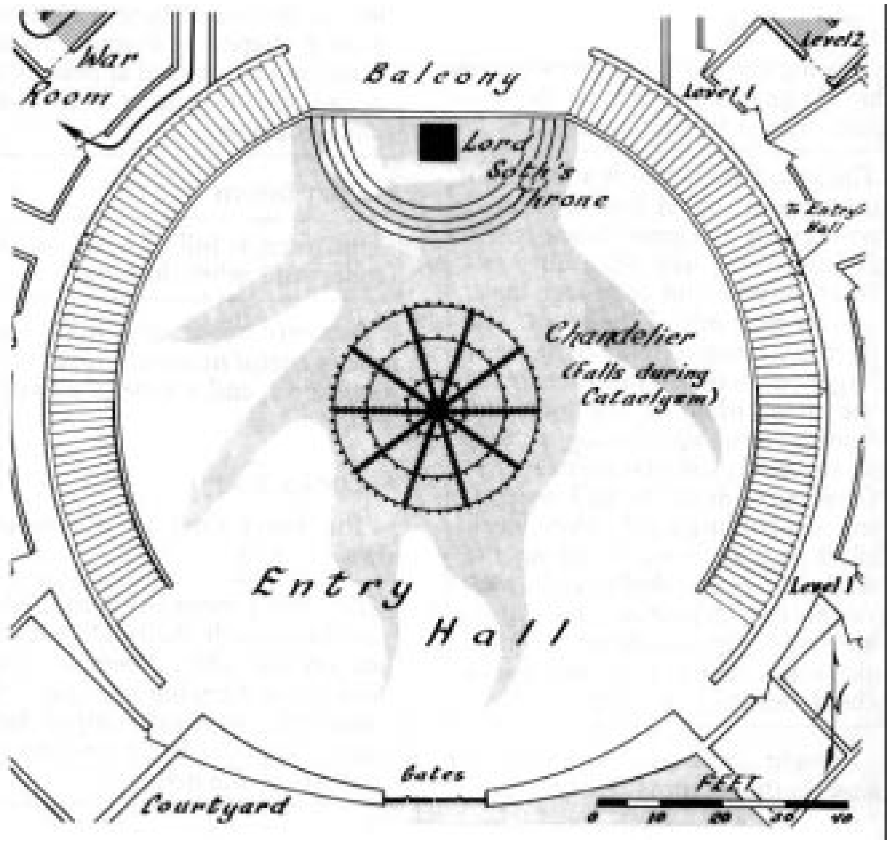
During the day each courtyard area is patrolled by six Baaz draconians (hp 12). At night, roll on the Wandering Undead table in each area (F-I).

Terraces

During the day, each terrace is patrolled by 11 Kapak draconians (hp 17) and one Bozak (hp 22). At night, roll on the Wandering Undead table for each terrace. Characters should be in range of the obliviax moss on the keep's walls and roll saving throws each round (see obliviax stats following).

Outer Stairs

These stairways up the outside of the tower are never used by the draconians. They and most of the keep above the fifth level are covered with



black obliviax moss that gives the Keep the look of a burnt black rose. The draconians and undead are immune to this moss.

The way to run this encounter is to occasionally have the players make saving throws for no reason. When a player fails the moss saving throw, pass him a message that says "You are confused. You cannot seem to remember the events of the last day." Should the player's PC try to cast a spell, tell the player, "You can't seem to remember the spell."

Balconies (N-P)

The balconies are empty except for a covering of obliviax moss.

Level 1

Level 1 contains the massive entry hall, the kitchen, storerooms, officer's tavern, mess and dining halls, war room, barracks for the guards of Level 1 to 4, and servants' quarters.

1. Entry Hall

During the day there are two Sivak (hp 31) guards standing at the front doors. The entry hall is empty.

> The grand entry hall is a huge circular room full of burnt, charred pews facing the great throne at the far end of the hall. Four huge circular daises stand four feet high, two on each side of the room. The burnt and twisted remains of a very large chandelier sit in the center of the room where it fell long ago from above. The ceiling is four levels above. Circular stairways rise from each side of the wall, ascending to a landing on the third level. Black rubble is strewn along the walls. Bones and skulls can be seen under the chandelier. Footprints are visible up and down the outside aisles. The soot on the tops of the daises has been rubbed off.

At night, the entry hall contains four banshees (from rooms 21-24, Level 4), three skeletal warriors (from either Level 3 or Level 11—they alternate nights), and Lord Soth himself. The banshees (also called groaning spirits) are all wailing the Song of Soth from pages 148-9 of the paperback version of Volume 3 of the DRAGONLANCE® Chronicles. The sight of a banshee causes fear unless a saving throw is made. If the characters are in the hallways of Level 1 or 3 at night, they must save vs. spell or die from hearing the wail of the banshees.

2. Soth's Throne

The throne is empty during the day, but at night Soth is sitting on his throne. The nightly festivities may be cut short if the party is wreaking havoc in the keep.

> Up several semicircular steps is a great black, bat-winged throne. Hideous carved black skulls adorn the ends of each arm of the throne. The throne area is scrubbed clean. There is a clean purple velvet cushion on the seat. There is a strange human-shaped red stain draped across several steps. It appears to be permanent in spite of some abrasive scrubbing.

3. Coat Room

> This room is full of coats, cloaks, robes, and other clothing.

A *detect magic* spell will reveal a *robe of useful items* and *cloak of poisonousness*, and a *robe of powerlessness*.

4. Cook's Room

The heavy door to this room is always locked.

> This smelly room contains a table and four bench-chairs. Dirty dishes are on the table. There are coats and aprons hanging on pegs by the door and colorful, empty food sacks hanging like pictures on the wall above the bed.

5. Family Room

> There is a dirty human female (hp 4), a large bed, a chest, and a table in this room.

The chest is full of clothes. The woman's name is Brenda. She is the cook's wife. She only knows about the first level. She has never been upstairs. Her husband, Al, is working in the kitchen.

6. Barmaids's Room

During the day, this room is empty. At night, six human slave barmaids (hp3) sleep here. There are no Weapons or gold here. They do not want to leave as they are under a permanent *geas* to serve here.

> There are six dirty beds, dresses and aprons hanging from wall pegs, and wooden boxes full of folded clothing under each bed.

7. Waiters' Room

During the day, this room is empty. At night, the six male human waiters (hp 5) sleep here. There are no weapons or treasure here. They are under a permanent *geas* to serve here.

> There are six dirty beds, pants, and shirts hanging from wall pegs, and wooden boxes full of clothing under each bed.

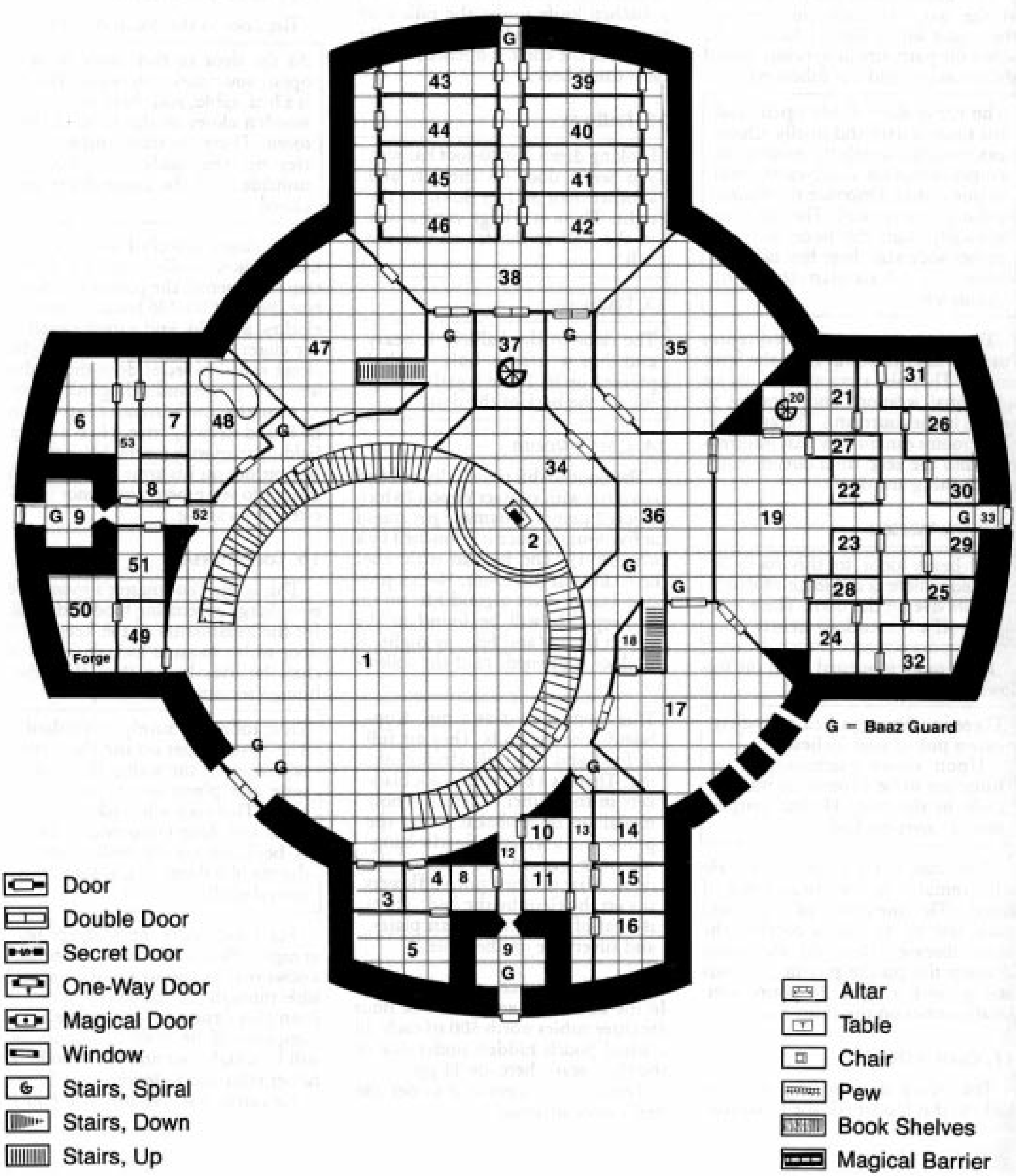
8. Arms Rooms

There are two of these rooms, one off hall 12 and one off hall 52. These rooms are filled with normal weapons, arrows, and shields. The weapons are passed through the slot at the end of the hallway to the warning rooms (rooms 9). The characters can choose any type of normal nonmagical weapons from here.

9. Warning Rooms

> The heavy iron door to this room has a large barred window in it.

Level 1



G = Baaz Guard
Forge
Door
Double Door
Secret Door
One-Way Door
Magical Door
Window
Stairs, Spiral
Stairs, Down
Stairs, Up
Altar
Table
Chair
Pew
Book Shelves
Magical Barrier

The Bozak guard inside casts web at the party through the window, then casts invisibility on himself. So when the party finally gets into one of these rooms, read the following:

> The heavy door slowly opens and the room is dark and smelly. Closer examination reveals the room to be empty except for a half-eaten meal in one corner. Opposite the door is a slot in the far wall. The slot runs vertically from the floor; it is 12 inches wide and three feet tall. No human or draconian could fit through it.

These rooms serve as false entrances (to draw attackers away from the front doors). They also serve as conduits for additional weapons and supplies to troops in the courtyard. The guards in these rooms can quickly pass information into the keep from outside without opening any doors.

10. Sick Waiter

> The heavy door to this room is locked. There is a splotch of dried purple dye on the door. The room gives off a horrendous stench.

If the room is opened, read the following:

> There is a figure in bed with dirty covers pulled over its head.
>
> Upon closer examination, it turns out to be a comatose human male in the bed. He has purple sores all over his body.

This man has a plague virus. He will remain unconscious even if cured. The members of the party must save vs. poison or contract the same disease. Diseased characters develop the purple pox in 24 hours and go into a coma 24 hours later. Death comes on the third day.

11. Cook's Room

The heavy door to this room is locked. If it is opened, the room contains a bed, table, and chairs. There is a kitchen knife under the pillow on the bed. There is a locked chest in the corner. If the chest is opened, it contains dried beef.

12. Hallway

> Looking down this 40-foot hallway, you see a door on the left and another door 30 feet down on the right. There is a large vertical slot in the wall at the far end of the hall.

13. Hallway

> The door to the hallway is heavy and has a bright holy symbol painted on it. There is garlic hanging on the back of the door.

14. Chef's Room

The door to this room is locked and is covered with contact poison (which inflicts 2 points of damage per round for five rounds, once it is touched by a bare hand). The human male chef (hp 6) lives in this room. He is a prisoner, but he lives a good life within the keep. He will be found in the kitchen by day and here by night. If the door is opened, read the following :

> This room is neat as a pin. Cupboards line the walls. They are full of food and relatively clean clothing. There is a bed with thick blankets in the corner. There is a holy medallion of Mishakal under the pillow and a wreath of garlic hanging on a peg on the back of the door. A jar of dried purple flowers sits on the floor by the bed. There is a jar of water, two clean plates, and silverware on the table.

The dried flowers are belladonna. In the bottom of an urn full of flour are three rubies worth 300 stl each. In a small pouch hidden under one of the chair seats there are 51 pp.

There is a dagger +2 under the bed's straw mattress.

15. Bartender's Room

The door to this room is locked.

> As the door to this room swings open, you smell stale wine. There is a bed, table, and chairs and a tall wooden closet in the back of the room. There are three empty bottles on the table, the bed is unmade, and the closet doors are closed.

The closet is locked and the lock has a poison needle trap on it. If the trap is triggered, the poison will paralyze the thief for 2d6 hours. There are clothes, a shield, and a short sword in the closet. Closer examination of the closet reveals a secret door that hides 400 steel pieces and a dragon's tooth.

At night, the bartender (hp 6) can be found sleeping here. He is a burly, balding man with several black snake-like tattoos on his arms. He has been geased to serve here and is not interested in escaping.

16. Foodmaster

This is the Foodmaster's room. He is in charge of securing food and drink for the inhabitants of the keep. The door to his room is locked. Like the chef, he lives better than the other human servants in the keep.

> This room is nicely furnished. There is a carpet on the floor and tapestries on the walls. The silverware and plates on the table are clean. There is a wine rack on a side table with four unopened bottles. A bookrack on the wall contains dozens of ledgers. A clay pot holds several quills.

The Foodmaster (hp 6) sleeps here at night. He would love to escape but knows that escape by night is impossible through the cemetery and he has been threatened by one of the keep vampires-if he tries to escape, he will be sought out and slain. So he is rather reluctant to leave.

He carries his treasure in a pouch

during the day and hides it in his boot at night. He has 12 small gems worth a total of 600 stl and 32 sp.

17. Banquet Hall

The large banquet hall is full of tables and benches. It is empty at night. During the day it contains 2d10 Sivaks (hp 31 each) and 1d10 Bozaks (hp 22 each). They attack any strangers they see.

18. Dining Closet

This is the tableware and plate closet. The tableware is not valuable. Sorry.

19. Kitchen

The kitchen is empty at night and bustling by day. During the day, there are about 10 humans cooking food and cleaning dishes. Most of them are *geased* not to leave the keep. There is a Sivak guard (hp 33) at the outer door (area 33).

20. Stairwell

This is a stairwell to the elves' quarters on Level 2. This stairway was used to bring specially prepared food for the elves up to the elven dining room.

21-32. Storerooms

Rooms 21 through 26 are full of animal carcasses, many partially butchered. Rooms 27 an 28 are full of kitchen utensils, pots, kettles, and spices. Rooms 29 and 30 are full of grain. Room 31 contains a well with a bucket on a crank. It is 1,000 feet deep (the work of an earth elemental). Room 32 reeks because it contains a 30-foot-deep garbage pit with an otyugh (hp 37) in it. The otyugh attacks unless the party is holding a torch or lit lantern.

33. Exit

The exit to the kitchen supply area can be sealed off by a series of sliding metal doors, bars, latches, bolts, and locks. There is a guard here during the day. All forms of weird carcasses are dragged into the meat lockers through this door.

34. Mess Hall

This is where the Baaz and Kapaks eat. It is empty at night, but it contains 2d10 Baaz (hp 12 each) and 2d10 Kapaks (hp 17 each) during the day. They attack adventurers on sight.

35. Tavern

This is the tavern for officers only. It is staffed by a human bartender who lives in room 15, and by human waitresses (all ugly) who live in room 6. It is empty at night. (Why? Because there are lots of undead walking around at night. The dracs don't like undead. Soth does, and his orders are to leave 'em be. Got that?)

During the day, there are 1d10 Bozaks and 1d10 Sivaks in this room. They don't like adventurers either.

36. Hall

This broad hall connects the Level 1 barracks with the mess hall, tavern, kitchen, and banquet hall. There is a Sivak guard (hp 31) at each end of this hall.

37. Jail Stairs

This spiral staircase leads up to the keep jail.

38. Corridor

This is the barracks corridor. It is well-traveled as it is the way all of the draconian troops get to the mess hall (area 34). There is always a Sivak guard (hp 31) on duty at the outside door. During the day, there are guards outside each of the inside doors too.

39-46. Barracks

These eight barrack rooms are all the same. They each contain six beds, a long table, and six chairs. They are empty by day and full of sleepy Sivaks (hp 31) by night. The draconians carry their treasure with them. These draconians guard the first four levels of the keep.

47. War Room

The doors to this room are heavily locked (-30% to pick the locks). If the PCs get in, read the following:

> This is the War Room. The walls are covered with maps and charts. There is a rack in one corner that contains 12 Sivak wicked-edged swords. A suit of ceremonial plate mail is in a display case. There are plans for an attack on the city of Kalaman on a great table in the center of the room.

One of the Sivak swords is magical (+2 vs. undead). The plate mail is +2 also.

48. Servants' Bath

> The door to this room is not locked, but it can be bolted from the inside. This room is where the human slave servants can get cleaned up. There is a large pool in the back of the room, urns of water, and several sponges on the side of the pool. There is a lot of clothing hanging from a rope tied across the back of the room.

49. Ore Room

> The door to this room is not locked. The room contains bins full of coal and various kinds of ore.

50. Smithy

The door to this room has an unusual lock (-30% to pick).

> This room contains a forge, bellows, anvils, hammers, and a large bile of coal and wood. The walls are covered with half-finished weaponry, pieces of armor, dented helms, and other metal delights.

During the day, the blacksmith from room 51 is here (see room 51 for his stats). His *geas* has worn off and he is just waiting for an excuse to leave. He will gladly join the party.

51. Blacksmith

Drig Warhammer is a 6th-level dwarven fighter. His original *geas* has worn off, but he has not let it show. He knows that he cannot escape at night through the cemetery, nor by day under the eyes of the guards. So he is biding his time to escape. He can assemble bits and pieces of chain mail that will fit him in room 50.

He carries a hammer from that room as his weapon. He does have a secret problem though. There is a 100% chance that he runs away, shrieking in terror, from any creature that is nonmaterial (spectre, ghost, haunt, shadow, banshee, etc.). He will not admit to this problem, even after he has run away and is eventually found.

52. Hallway

> There are three doors off this 40-foot hallway. At the end of the hall is a three-foot-tall vertical slot, approximately 12 inches wide.

53. Hallway

> The door to this hallway is not locked, but it has a large holy symbol hanging on the outside.

Level Two

Level Two is made up of four wings: the elven wing, the jail wing, the Crown wing, and the Sword wing. All guards on this level are Sivaks (hp 3 1).

The elven wing (rooms 38-54) was reserved for the elven residents of the keep. The elves preferred to keep to themselves and ate a different diet than the Solamnic Knights who once occupied the keep. The two entrances to this wing are the kitchen stairs (area 20) and the stairs from the landing (area 36). Now this wing is occupied by drow.

DM NOTE: Stair areas 20 and 37 are listed in numerical order but are not listed under the correct wings. This was done to give the stairs the same room number on both levels.

The jail wing (rooms 1-35) is accessible only by the stairs (area 37). There are five Sivak guards in the jail wing.

The Sword and Crown wings were for Knights of the Sword and Knights of the Crown who visited the keep. These areas extend upward to Level 3 via stairways.

The Jail Wing

1-34. Jail Cells

Cells 1-32 appear to be 10 feet by 20 feet, but actually the thick walls mean that the cells actually measure 8 feet by 16 feet. Each cell contains a heavy stone urn filled with water, a chamber pot, and two stone shelves (one on each side of the cell) that serve as beds. Cells 1-9 have heavy iron doors with no windows and no food slots. Cells 10-32 have heavy wooden doors with a small barred window and enough room under the door to slide a plate of food under it. It is also just the right size for a rat to crawl under. Cells 33 and 34 are special. The doors to these cells are made of pure steel (too heavy to lift but worth 5,000 stl each). These rooms were meant for captive royalty. All cells are locked. No jailed creature have any gold or weapons.

1. Cell

> There are two men lying on their backs on their beds in this room. As the party opens the door, they see two naked human man-shapes sit up and turn to look at the party. A moment's scrutiny reveals that they are not human and appear to be made of sand!

These are two sandmen (hp 2 5). The party members must all make saving throws vs. spell or go to sleep, regardless of level. The sandmen try to touch each party member to put him to sleep and then try to escape the jail.

2. Cell

This cell is empty.

3. Cell

> This room contains an eight-foot-tall disfigured humanoid creature that turns to attack the party and escape.

The creature is a flesh golem (hp 31).

4. Cell

> Upon opening this cell, the party hears a faint chirping sound coming from somewhere in the back of the cell.

The chirping is coming from a common cricket. The floor of this cell is covered with a thin layer of gray ooze (hp 20).

5. Cell

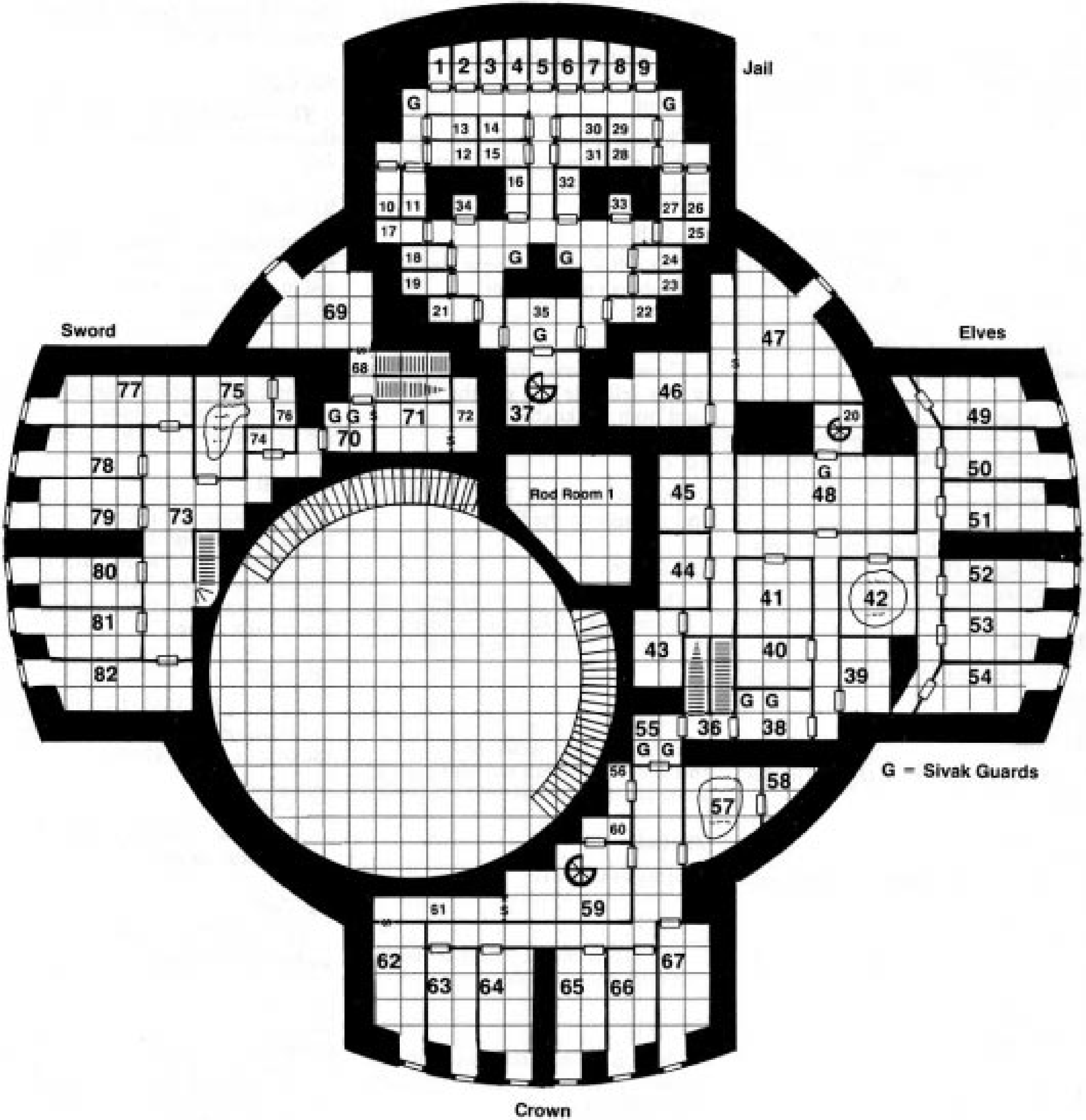
> As the door to this cell is opened, the party smells a noxious vapor and a gorgon (hp 48) crashes out of the cell into the hallway. Anyone standing near the doorway is knocked over for 2 points of damage.

6. Cell

> This cell contains two men dressed as Knights of the Sword. One man is blonde and the other has black hair. They both have beards. They cover their eyes as the light enters the room.

These are two doppelgangers (hp 24 each).

Level 2


Jail
Sword
Elves
Crown
Rod Room 1
G = Sivak Guards
1 2 3 4 5 6 7 8 9
13 14 30 29
12 15 31 28
16 32
10 11 34 33 27 26
17 25
18 G G 24
19 23
21 35 22
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7. Cell

> As the door to this cell is opened, a black panther-like beast pushes its way into the hallway. Then it turns and snarls as black tentacles writhe on its back.

This is a displacer beast (hp 38).

8. Cell

> There are four rooster-like birds in this cell with long yellow green serpentine tails.

These are four cockatrices (hp 26 each).

9. Teleportal

> This cell appears to be empty. There is a black snakelike marking on the far wall.

The black mark is an S-shaped sym, bol of Soth. Those who touch it are *teleported* to rod room 1 on this level.

10. Cell

There is a troglodyte (hp 12) in this room.

11. Cell

There is a troglodyte (hp 10) in this cell.

12. Cell

There is a troll (hp 35) in this cell.

13. Cell

There is a troll (hp 3 1) in this cell.

14. Cell

This cell is empty.

15. Cell

> There are two sleeping human females in this room. There is a crude chest in the center of the cell.

The two females will not stir, no matter how much noise the party makes. They are illusions. There is a trapper (hp 70) on the floor of the room.

16. Cell

There is a Baaz draconian (hp 12) in this cell. He was caught sleeping on duty.

17. Cell

This cell is empty. There are bones and rubbish on the floor.

18. Cell

There is a Baaz draconian (hp 11) in this cell. He was caught stealing food from the kitchen.

19. Cell

This cell is empty. There are bones and rubbish on the floor.

20. Stairs

These stairs are in the elven wing. They connect the Level 1 kitchen with the Level 2 elven dining room (area 48).

21. Cell

There are two skeletons (hp 5) in this cell. They reach out and grab at anything that passes.

22. Cell

Same as Cell 2 1.

23. Cell

This cell is empty. There are bones and rubbish on the floor.

24. Cell

There is a Sivak draconian (hp 33) in this cell. He was accused of assaulting an officer.

25. Cell

This cell is empty. There are bones and rubbish on the floor. If the rubbish is searched, a note is found that reads "I sensed powerful good as I came up the stairs!"

26. Cell

There is a gibbering, insane man in this cell. He is a werewolf at night (hp 23).

27. Cell

There is a large bearded man in this room. He cannot speak and is too stupid to communicate. He is a werebear at night (hp 37).

28. Cell

There are four dirty children in this cell. They know no language. They are wererats at night (hp 15 each).

29. Cell

This room is empty. There are bones and rubbish on the floor.

If the rubbish is searched, a note is found that reads "The guard says there's a big black snake in the room around the corner!"

30. Cell

There are two sickly lizard men (hp 6) in this cell. They were captured at the bottom of the chasm.

31. Cell

This cell is empty. There are bones and rubbish on the floor.

32. Cell

This cell is empty. There are bones and rubbish on the floor.

33. Cell

> When the door to this cell is unlocked, a giant creature bursts out of the cell into the hall. The creature looks like a headless ape, moving on all four limbs. As it moves you hear a gentle droning song, like the sound of wind

> through the trees. It turns and attacks the nearest party member who is carrying a torch or lantern.

The creature is a sussurus (hp 50).

34. Cell

There are eight tentamorts (hp 8 each) in this small cell.

35. Guard Room

There is a Sivak guard (hp 30) here with his two pet disenchanters (hp 28 each). The guard will ring a bell and then attack the party. The creatures will stand passively by. Each will zap a visible magical item (such as a sword, shield, helm, or armor) and drain it of its magical powers as a player passes by. The item gets a save vs. crushing blow to avoid being drained. The player is unaware of this effect.

> Sitting behind a table is a Sivak guard stroking the trunk of a tall, our-legged creature that looks like a small camel with an elephant's trunk. Another similar creature is in the corner. The guard rings a bell and pushes the creature aside. Grabbing two wicked-edged swords, he attacks.

Dark Elven Wing

This wing is inhabited by drow. When the party enters room 38 or 48, the dark elves are alerted and the hallway between rooms 48 and 38 is flooded with green slime from room 40. The halls of this wing have a permanent continual darkness cast on them. The elves gather in two groups, one at the intersection between rooms 44 and 45, and the other at the intersection between rooms 5 1 and 52. Spells and weapons ready, they attack the PCs if the party steps into the area in front of the door to room 48. This defensive maneuver has been practiced regularly as the drow distrust the draconians.

All of the living quarters on this level are furnished similarly: bed, table, chairs, wall pegs for clothing, some shelves, a desk, etc. Thus they will not be described individually.

36. Landing

This is a landing. Stairs go up and down from here. There is a heavy unlocked door off each end of the landing.

37. Circular Stairs

These stairs are in the jail wing. They connect the Level 1 barracks with the Level 2 jail.

38. Guard Room

There are two Sivak guards (hp 3 1) in this room. As the party enters the room, one of the guards pulls a lever that alerts the drow an floods the hallway behind the room with green slime from room 40.

39. Powder Room

The hallway outside this room is in *continual darkness.* This room is filled with wooden crates. If the crates are opened, they contain a red dusty powder. Any character who handles or gets close enough to breath the powder must roll a saving throw vs. poison at a -2 penalty or lose half his hit points over the next ten rounds. The powder kills green slime on contact.

40. Slime Room

The hallway outside this room is in *continual darkness.* This room which is not magically dark) is full oI green slimes. If the door is opened by the party or by the lever in room 38, the slimes spill out into the hallway. The amount the party would have to deal with is the equivalent of ten green slimes. There is a Symbol of Soth on the back wall. It teleports anyone who touches it to rod room 2 on Level 3.

41. Drow

The drow who lives in this room is eating in room 48 when the party invades this level.

> This is a well-furnished room. A sword and a shield hang on the wall.

There is a silver coffer (worth 300 stl alone) under the bed with a poison gas trap on the lock (-20% penalty to pick). Inside the coffer are 35 pp and four gems worth 800 stl each. A *shield* +2 hangs on the wall next to a black scabbard. The sword inside is a *long sword +3 vs. draconians* with a *curse* on it. If a non-drow handles the sword, the creature immediately tries to cut its own throat, hitting automatically and doing maximum damage each round.

42. Bath

This is the bathing area for the drow. There is a murky pool here with floating sponges. Towels hang on wall pegs.

43. Fighter/Thief

This is the room of a 7th-level fighter/thief. He is most likely encountered in the hall battle.

Fardik Fleetfingers: F/T 7; AC 0; MV 12"; HD 7 + 7; hp 35; #AT 2; Dmg 1d6+2 (x2) from *long dagger* +2 and *short sword* +2; AL CE; 75% chance to surprise; all saves at +2

If the party enters his room, which is unlocked if there was a battle, read the following:

> The door opens easily. The room is not presently inhabited. It contains a bed, table, chairs etc. There are well-made tapestries on the wall showing dark caverns filled with icy stalactites. There is a box of daggers on a shelf.

The PCs find no treasure here unless they move the bed and notice a loose brick low in the wall behind the bed. If they remove the brick, they

find a sack with coins in it. There are 90 pp, 592 stl, and 5 goldbugs in the bag. Watch out for those bugs!

44. Fighters

This is the room of an 8th-level female fighter. If she is not fought in the hallway, she will be here. The room is furnished as usual. She carries her treasure in a bag around her neck: four gems worth 1,000 stl each.

Fleega Neckbreaker: F8; AC -1; MV 12"; HD 8; hp 46; #AT 3/2; Dmg 1d6+3 from *short sword* +3; AL CE; saves at + 2; 75% chance to surprise

45. Fighter

This is the room of a 6th-level male fighter and his pet hellhound. If the fighter is engaged in the hall, the hellhound is shut inside this room. The dog sleeps on a dirty bearskin. Inside the bearskin are two rubies (800 stl each), three sapphires (300 stl each), and a diamond worth 2,000 stl.

Glento Killbride: F6; AC 1; MV 12"; HD 6; hp 34; #AT 1; Dmg 1d6+2 by *short sword +2 vs. humans;* AL CE; 75% surprise; saves at +2

Hellhound (Shoobark): AC 4; MV 12"; HD 6; hp 34: #AT 1; Dmg 1d10 (bite) and 7 hp/breath attack; AL LE; breathes fire.

46. Empty Room

This room is empty.

47. Penanggalan Lair

This room, behind a secret door, is one of Kitiara's several penanggalan lairs.

> The odor of vinegar nearly overwhelms you as the door opens. This room contains one chair and one bed. The floor is littered with refuse. In the corner of the room, away from the window slit, is a vat filled with acrid vinegarish liquid. Strange fungus coats the edges of this vessel.

48. Dining Room

There is one Sivak guard (hp 31) at the stairway door and one dark elf eating here. The room contains many tables and dozens of chairs.

Davud Gilliwocken: F5/MU5; AC 0, MV 12"; hp 30; #AT 1; Dmg 6d6 (cone of cold from *wand of frost* with four charges left); AL CE; MR 60%; 75% surprise; Spells memorized: *slow, invisibility, web, charm, dark,* sleep, and *magic missile.*

Davud tries to *web* the party, go invisible, and leave the room before the hallway fills with slime.

49. Magic-User

This is the room of a 7th-level male drow MU. At the alarm he rushes out into the hallway.

Jake Doorand: MU7; AC 4 *(bracers AC 4);* MV 12"; hp 22; #AT 1; Dmg 1d6 by *dagger* +2*;* AL CE; MR 64%; surprise 75%; saves at +2; Spells memorized: *minor globe of invulnerability, fireball, lightning bolt, detect good, continual darkness, pyrotechnics, spider climb, shrink, magic missile* (x2). His treasure is a *necklace of adaptation,* which he is wearing.

50. Magic-User

This room belongs to a 6th-level male drow MU. At the alarm, he opens his door and peers out. He has a cautious disposition.

Waynoh Castermaster: MU6; AC 8; MV 12"; hp 17; #AT 1; Dmg 1d4+1 *(dagger of venom);* AL CE; MR 62%; Saves at +2; surprise 75%; Spells memorized: *fly, lightning bolt, invisibility, wizard lock, feather fall, sleep, dark, magic missile.* His treasure is a *scarab of enraging enemies* which he wears proudly, enraging even his friends sometimes.

51. Magic-User

This room belongs to a 12th-level male drow MU.

Larri Harriharri: MU12; AC 2; *(bracers AC 2);* MV 12"; hp 37: #AT 1; Dmg 1d4+4 *(dagger +4);* AL CE; MR 74%; surprise 75%; saves at +2; Spells memorized: *globe of invulnerability, wall of force, teleport, cloudkill, conjure elemental, wizard eye, polymorph self, ice storm, polymorph other, fly fireball, lightning bolt, dispel magic, invisibility, web, wizard lock, ESP continual darkness, sleep, magic missile* (x3).

Larri responds to the alarm by running out of his room and throwing up a *wall of force.* Then he and the other magic-users wait to see what happens.

Larri has dozens of small black S-shaped markings on his arms. He keeps his treasure in a pouch tied to his belt. He carries a 3,000-stl diamond with the initials "A&A" carved the face, a *gem of seeing,* and a *cube of force.*

52 & 53. Fighter/Thief

Each room is occupied by a 7th-level female drow fighter/thief. Her treasure is kept in a bag around her neck. She carries three 1,500-stl emeralds. She has a collection of three magically *cursed* swords on her wall. The sword on the left causes paralysis (no save) for 1d8 hours if held. The middle sword steals 1d4 hit points permanently (no save) if held. The rightmost sword causes blindness for 1d4 hours (no save) if held.

Two female thieves: F7/T7; AC 1; MV 15"; hp 50: #AT 3/2; Dmg 1d8+3 *(long sword +5 vs. lawful* good); AL CE: MR 64%; surprise 75%; saves at +2

Each responds to the alarm immediately, sword in hand, and waits behind the *wall of force.*

54. Locked Room

The door to this room has a 12th-level *wizard lock* on it. Inside is the room of a 12th-level drow MU who is off on his own adventure. There is an invisible stalker (hp 46) in the room, guarding it until the magic-user returns.

Crown Wing

55. Guard Room

This room is guarded by two Sivak draconians (hp 32). The door to the Crown wing is wizard locked (at 6th-level) and has a large medallion of Mishakal painted on it (on both sides). Neither of the guards has ever been through that door. They don't even have a key. The hallway behind this door is completely mold-free.

56. Closet

This closet has some moldy coats with yellow mold on them.

57. Bath

This was once the bath for the Knights of the Crown who lived here. Now it is empty.

58. Closet

This closet has three shelves in it. On the top shelf are some folded towels. There is yellow mold on the top towel.

59. Stairs Room

This room has a circular stairway up to Level 3 in it. There is a secret door in the far corner.

60. Closet

This closet is empty. (Whew!)

61. Treasury

> This long, narrow room contains dozens of large chests. Every ten feet from the door, against the left wall, is a large iron statue of a Knight of the Crown, each carrying a giant broadsword. There are four of these statues.

The chests contain thousands of copper, silver, and electrum pieces, 2,550 stl, 235 pp, and 25,000 stl worth of various gems. Everything is mixed together so it would take hours to find the gems. The statues are iron golems (hp 80) that stand guard over the treasure. Anyone who touches a chest is attacked by the nearest golem (the others attack the rest of the party). These golems do not leave the treasury room, but they try their best to prevent anything from being stolen. They move only if a chest is touched.

62. Pennanggalan Lair

This room is similar to room 47. It reeks from the vinegar vat in the corner. The window is cracked open.

63-67. Mummies

These five locked rooms, once well-furnished for the warriors of the Crown, are each occupied by a mummy (hp 35) that rises up out of a sarcophagus as the door is opened. Each of the sarcophagi is cake with brown mold. No treasure here!

Sword Wing

68. Landing

This landing has a secret door at one end and a regular, unlocked door at the other end. Stairs lead up and down from here.

69. Pennanggalan Lair

This room reeks of vinegar like rooms 47 and 62. The vinegar vat is in the corner.

70. Guard Room

There are two Sivak guards (hp 3 1) in this room. They are unaware of the secret door. The other door that leads to the Sword Wing is locked (-30% penalty to pick) and even they do not have a key to it. Occasionally they have been asked to wait on the landing with orders to let no one enter the guard room. Their superior officers disappear into the guard room and do not return for at least 15 minutes.

71. Dracodrug Cache

> There is a steel chest on top of a wooden table in this room.

This room contains a large table that has a *wizard-locked* (4th level), sturdy, steel chest on it. The chest contains pouches filled with a pungent purple herb. These pouches contain a narcotic that causes powerful hallucinations in draconians. The PCs do not know what it is. But if they take any with them, draconians will smell it and attack in a berserk rage (+ 4 bonus to attack and damage rolls).

72. Drug Money

> This room is empty except for a medium-sized iron strongbox at the back of the room.

The box is *wizard-locked* (4th level). In the box are 4,535 cp, 2,346 sp, and 982 stl. This money represents the collective drug profits of small cadre of Bozak officers.

73. Hallway

This hallway is deserted.

74. Closet

There are old moldy coats in this closet.

75. Bath

The door is unlocked.

> This room was once the bathroom of the Knights of Sword who lived at the keep. It has not been

used for centuries. A thick red and green scum fills the empty stone pool. There is a door in the back corner.

76. Closet

This closet contains moth-eaten, moldy towels.

77-82. Huecuvas

Each of these locked rooms is inhabited by a huecuva (hp 12) that has *polymorphed* itself into a thin and ragged-looking Knight of the Sword. Each "man" looks different and has a different name. But all are wearing ragged and torn Solamnic garb. They have no weapons and claim to have been prisoners for about three weeks. They state that they were captured by draconians in an early morning fog. "Release me and my companions and we will fight for you!"

Play it up as if these were six real Knights. When they are all released, or when the party gets suspicious, they attack, spreading disease to all they touch. They have no treasure, so they are eager to take the possessions of the party.

Knight Names:

Room 77 : Sir Michael Kaffrey
Room 78: Sir Marcus Houser
Room 79: Sir Mycos Pitruska
Room 80: Sir Geoffrey Chambert
Room 8 1: Sir Edvard Vood
Room 82: Sir Kristos Kongry

They claim to have been with the 23rd Sword Elite Cavalry.

Rod Room 1

This room is dark. If there is a source of light, read the box below. Otherwise, the PCs sense something else in the darkness with them, but they don't know what or where it is!

There is a hooded, man-sized figure in this large room. It stands by a circular stone pedestal that is four feet high and 12 inches in diameter. There is a pentagram inscribed on the top of this pedestal. Jutting out of the center of the pentagram is a ten-inch-long section of a red rod. You notice that the interior walls of the room and the ceiling (which is 20 feet above) are covered with black soot. The faceless figure turns to greet you.

The hooded figure is an eye of fear and flame (hp 80). It commands each lawful or neutral oriented player to slay the others. If they disobey, it pulls back its hood to reveal a bare skull with a red jewel in one eye socket and a black jewel in the other. These gems are worth 1,500 stl each.

After the rod part is removed from the pedestal, the pentagram on the top of the pedestal vanishes and a Symbol of Soth appears. Touching this Symbol sends the toucher to the jail cell (area 9) on Level 2.

Level Three

This level is accessible from side stairs and from the great circular stairwell to the Entry Hall on the first level. No living creature comes out at night for fear of hearing the horrible wail of the banshee women. All of the regular inhabitants of the keep do not have to make saving throws to survive the wail. The party has to. All the guards (labeled "G" on the map) on this level are Sivaks (hp 31).

1. Kitiara's Room

This has been Kitiara's room since the War of the Lance. She is now a penanggalan, though the party might not know this, even after discovering the vinegar vats in rooms with window access throughout the keep.

There are guards outside this room and a big heavy lock on the door. Supposedly only Soth has the key. Actually, Kitiara has the key on a chain around her neck where it cannot be seen.

As the door opens you see a well-furnished room. Candles are lit on the table, which is covered with a velvet tablecloth. The table is set for two, but only one plate has food on it-a large prime rib cooked rare. A beautiful dark-haired woman with a pretty but crooked smile looks up at you in surprise. "Who are you?" she asks.

Play it by ear. She wants to come with the PCs. She is Kitiara, a former Dragon Highlord who claims to have been healed or resurrected by the dark elven clerics who live upstairs. She has been held captive in the keep for years as a slave companion for Lord Soth himself.

She shudders as she mentions his name. She begins to weep as she remembers the awful things he has done to her! "Give me a sword and shield and I will fight with you." Her reputation as a fighter is renowned.

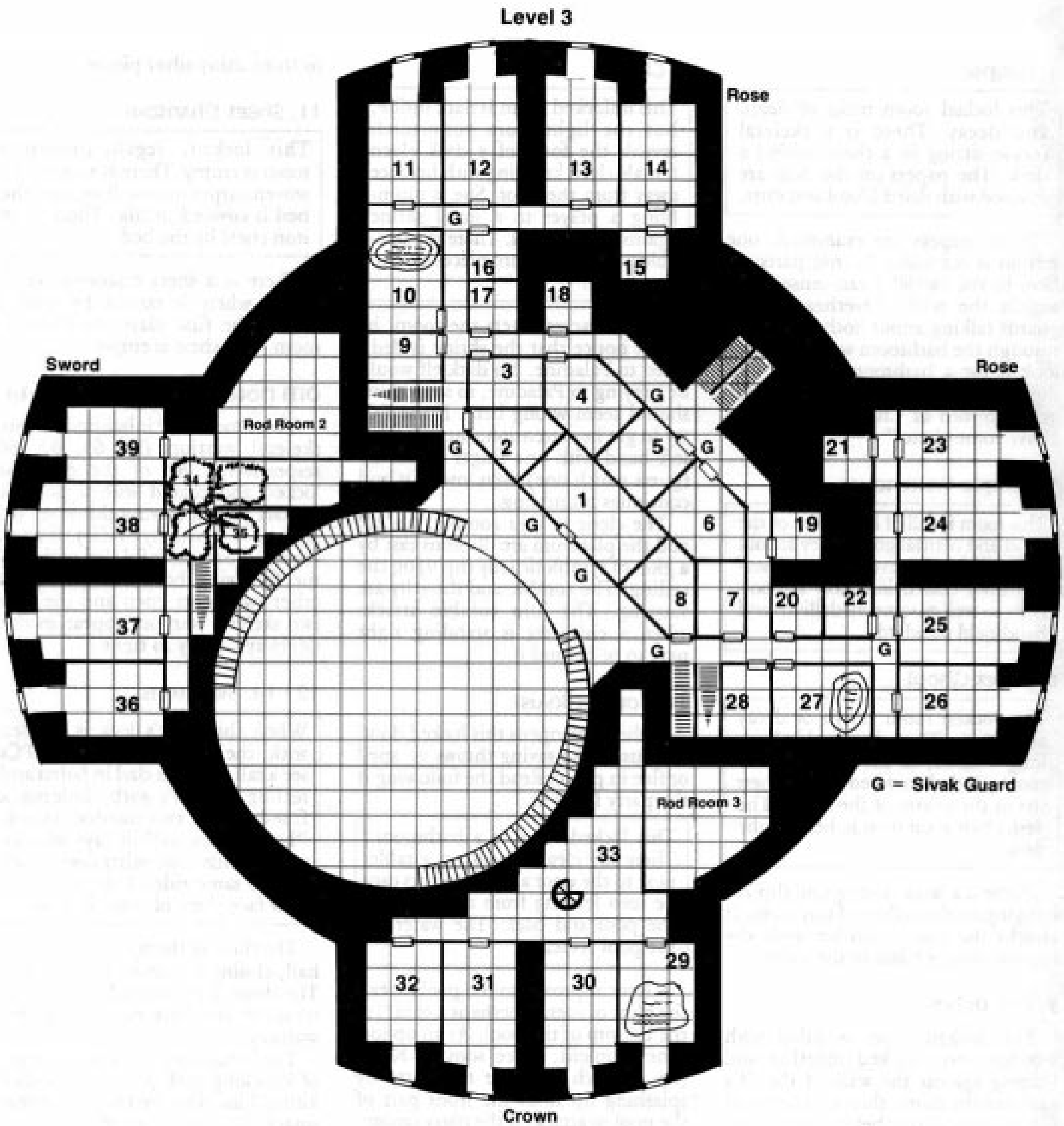
You should now read the section in the *FIEND FOLIO*® tome (a page and a half) on the penanggalan. Kitiara knows the keep well. This is a great opportunity for the DM to lead the players around using her suggestions. She doesn't know where the rod parts are or how to get to them.

If you have trouble extracting her from the party at night when she must leave her body, have Soth pop in, trigger his fiery rod, and spirit her away behind a *wall of ice!* Have fun!

2. Bedroom

This locked, empty room is clean and well-furnished. It is a spare guest room.

This room is full of weapons and armor of all nonmagical types.


Level 3
Rose
Sword
Rose
Rod Room 2
Rod Room 3
G = Sivak Guard
Crown

4. Corpse

> This locked room reeks of death and decay. There is a skeletal corpse sitting in a chair behind a desk. The papers on the desk are covered with dried blood and dust.

If the papers are examined, one section is readable: "...rod parts are here in the castle! I can sense them within the walls. Overheard some guards talking about Soth coming in through the bathroom window. Have looked for a bathroom with a window. Can't find one. Must be in one of the Sword or Crown wings or up above somewhere."

5. Temple Warehouse

> This room is full of holy robes of the good and neutral gods. They are old and moldy. However there are several silver-coated iron holy symbols here, as well as some medallions and hand-held standards.

6. Sheet Ghoul

> This locked room smells of decay and death. There is a moldy bed, long unused, in the corner of the room. A desk covered with papers sits in the center of the room. The desk chair is on its side behind the desk.

There is a large sheet ghoul (hp 28) hanging on the ceiling of this room. It attacks the party member with the highest Armor Class in the room.

7. Cot Room

This locked room is filled with wooden cots, stacked together and leaning against the wall. If the PCs examine the room, they see a few gold pieces in the corner behind some cots.

8. Guest Bedroom

This locked room is well-furnished but unoccupied. It is another spare guest bedroom.

9. Cleric

> This unlocked room is dark inside, but the light from your torch reveals the form of a dark elven female cleric kneeling with her face away from the door. She is mumbling a prayer to a small shrine against the far wall. There is a size-a pile pile of platinum pieces next to the shrine.

If a character enters the room, he might notice that the shrine is dedicated to Paladine. No dark elf would be praying to Paladine, so something should seem wrong here. If the PCs try to get her attention, she raises her left hand with one finger in the air (guess which one) then lowers it and continues mumbling.

The cleric (a juju zombie, hp 27) and the platinum are illusions cast by a glob of symbiotic jelly (hp 9) on the ceiling. The zombie and the jelly are starving. The juju zombie attacks when a character is standing right next to or behind it.

10. Sons of Kyuss

If the party opens this locked door, all must make saving throws vs. spell or flee in panic. Read the following if the party looks in.

> This locked room is a bathroom. There are clean towels on a table next to the door and footprints can be seen leading from the table to the pool and back. The water in the pool is clean.

Closer approach to the pool reveals the glint of metal (perhaps a coin?) at the bottom of the pool. At an opportune moment, three sons of Kyuss (hp 22 each) surprise the party by splashing up from the front part of the pool to attack. If the party ignores the pool and leaves the room, the sons emerge from the room and make an attack from behind when the party has gone down the corridor outside rooms 12-13-14.

The treasure in the pool amounts to three shiny silver pieces.

11. Sheet Phantom

> This locked, regally-furnished room is empty. There is a beautiful woven carpet on the floor and the bed is covered in silk. There is an iron chest by the bed.

There is a sheet phantom on the ceiling where it cannot be seen. It attacks the first player to enter the room. The chest is empty.

DM Notes for Rooms 12-13-14

These rooms are inhabited by three skeletal warriors (hp 63, 62, 60, respectively). All of the doors are locked and coated with a powerful contact poison (saving throw vs poison at a -2 penalty or die). If any of the doors or locks is fiddled with, read the following boxed text, then the other two doors open and the other two skeletal warriors appear in their doorways, ready to fight.

12-14. Skeletons

> When this door's lock is fiddled with, the door opens and the PCs see a tall skeleton clad in faded and rotting fighter's garb, holding a fine-looking two-handed sword. "Looking for us?" it says with an undead hiss. Two other doors open on the same side of the hall. You now face three of these fellows.

The three of them step out into the hall, closing the doors behind them. The doors automatically lock. These creatures are three of Soth's skeletal warriors.

They attack the party with the plan of knocking each player out without killing him. The final blow is always a smack with the flat of the sword, knocking the player unconscious. (Live beings sell for a premium to the vampires in the keep.)

These warriors are under a powerful curse. They cannot be killed. The killing blow will result in a puff of

smoke and the creature vanishes. It will reform over the next month. Only by finding their souls can they

Treasure in the three rooms is located in chests in the back of each regally furnished room.

Room 12 contains 26 various gems (worth 20,000 stl) in a small coffer (poison needle), 19 pieces of precious jewelry (worth 12,000 stl) in a small coffer (contact poison), a *ring of spell turning* on a table, and a *staff of striking.*

Room 13 holds 6,000 cp in one chest (no trap), 5,000 sp in another chest (no trap), 22 gems worth 11,200 stl in a small steel coffer *(wizard locked* at 12th level), a *shield -4,* and a *cursed mace* +3 that changes its wielder's alignment to Chaotic Evil.

Room 14 contains 500 sp in one chest (no trap), 5,000 ep in another chest (no trap), 3,000 stl in another larger chest (poison gas trap, acts as *cloudkill),* 200 pp in a small coffer *(wizard locked* at 3rd level), and six potions of *healing.*

If the party members get killed, and no one uses the hair-charms to *teleport* the party back to the high clerics, have the PCs wake up the next morning in room 2, each with 1 hp, bound hand and foot. Everything they owned is gone, except for their clothes. They should know where to find normal weapons by now-room 3 is an armory. The spell books are torn up and strewn around the room-messy, but still quite useable. After they have suffered a bit and figured out what they're going to do, have Bergg pop in and heal them, even if they don't use a hair-charm.

15-18. Baaz

These four rooms are the quarters of four high-ranking Baaz draconian commanders (hp 16 each). Each room is sparsely furnished for the commander who lives there. Treasure in each room is in a small chest: 1d10 cp, 1d10 sp, 1d10 stl, 1d10 pp, and a 50% chance of a 300-stl gem. The commanders are in their locked quarters only at night. If confronted, they will probably surrender to a powerful party.

19-22. Kapaks

These four locked rooms are the sparsely furnished quarters of four high-ranking Kapak draconian commanders (hp 24 each). Their treasures are found around their necks, in velvet bags. Each has several small gems worth 2d10 x 100 stl total. They too are in their quarters only at night and will probably surrender to a powerful party.

23-25. Skeletons

These three regally-furnished, locked rooms are the same as rooms 12-14. They belong to three more of Soth's skeletal warriors. Read the DM Note listed before rooms 12-14 and conduct the hallway battle as before, with all three skeletal warriors fighting. There is one significant difference, however. One of the warriors hurls a flask of slow gas onto the floor in the hall. The party members must roll successful saving throws vs. breath weapon or be slowed.

Room 23 has 3,000 cp in a wooden unlocked chest, 6,000 ep in a locked metal chest (no trap), 22 gems worth 8,000 stl in a small coffer (acid blast trap, 2d10 points of damage, -2 permanent Charisma loss), and a platinum-gilded sword worth at least 7,000 stl (radiates magic, cursed: owner will use and never sell, -6 to attack roll, +10 to damage).

Room 24 contains a sack with 2,000 cp, a sack with 4,000 sp, an iron chest with 2,500 stl (locked, -40% penalty to pick), 21 gems worth 14,000 stl in a *wizard locked* (10th level) steel tube, a *potion of extra healing,* a *ring of constitution stealing* (cursed, -1 Constitution per day until dead, cannot remove).

Room 25 holds no real treasure; the warrior keeps it hidden in the mountains. There is a locked chest containing 4,000 gold-painted lead pieces, a locked coffer containing 324 platinum-painted lead pieces (poison needle, save or die), a burlap bag full of costume jewelry (looks like it's worth a fortune!), two carved rods radiate magic, no powers), and a six-foot-long black wooden staff (which does nothing).

26. Vampire

This room contains a spare coffin for one of the vampires that lives above.

> As the door to this room is opened, hundreds of common rats start pouring out of the room. Then a pre-set clerical spell, *insect plague* (11th-level caster), is set off at the nearby end of the hall.
>
> The squalid room contains rats and bugs crawling over a large black coffin that rests against the wall near the open window.

The coffin is full of black dirt.

27. Bath

> This abandoned bathroom has a dry pool at one end and a window in the far wall.

The window is an illusion. The wall behind the window illusion is covered with stunjelly (hp 23).

28. empty Room

This room is completely bare.

Upper Crown Wing

29. Bath

This room is locked. The window to this room is special: The lower sill slants downward so its lip cannot be seen unless someone is standing at the window and looking down at the sill. There is a 75% chance that a player who looks out of the window sees the Symbol of Soth on the sill. Touching the Symbol *teleports* the player to Rod Room 3 (page 73).

This was the upper bath for the commanding Knights of the Crown. The stone pool is bone dry. Fresh air blows in from the open window.

30. Shadows

This locked room contains 12 shadows (hp 19 each) and no treasure.

31. Wights

This locked room contains eight wights (hp 25 each) and no treasure.

32. Wraiths

This locked room contains six wraiths (hp 32 each). A banner is held up by a golden rod that is resting vertically on two wall pegs. The gold rod is a *rod of restoration* (15 charges left).

As you peer into this room, the light from the window reveals a very attractive banner on the wall that reads "Welcome." Then you see the wraiths that are here to welcome you!

33. Silent Hall

This hallway has a permanent *silence* spell cast on it. The spell does not extend into any of the rooms. The characters notice the lack of noise right away. Do not let them communicate. Also, when they are fighting the undead in rooms 30-32, a spellcaster has to be inside a room to successfully vocalize a spell.

Upper Sword Wing

34. Top of The Stairs

As the PCs reach the top of the stairs, they find the hall above to be very dark and completely overgrown by a light-green ivy-like plant. The doorway at the top of the stairs is completely blocked. The plant has bright yellow buds.

There are four of these yellow musk creeper plant systems (hp *15* each) in the area. The plants can be hacked away, but the only way to kill them and keep them from rapidly regenerating is to hack and stab at the bulbous roots that are buried beneath one foot of soil in the bath pool in room 3 5. Normal fire will not work.

Players within ten feet are subject to a hypnotic dust attack by the 3-HD plants. Victims must roll successful saving throws vs. spell or walk into the heart of the plant where their Intelligence stats are reduced by 1d4 points per round. Reduction to 1 or 2 Intelligence results in a yellow musk zombie. Reduction to 0 or less results in death. The party could hack its way to rooms 35 and 36 fairly easily. But to get to rooms 37 and 38, the PCs have to hack their way into room 35 and kill the four bulbs.

35. Bath

This room is crammed full of yellow musk creeper vines. The old pool in the bathroom has been filled with dirt and there are four creeper bulbs buried in the dirt. If these our bulbs are hacked up, the vines die.

A heal spell restores all lost memo to a character who is not dead. It takes a *neutralize poison* spell followed by a *heal* spell to return a yellow musk zombie to human form, but it will take four weeks for the victim to get back to normal.

36. Haunt

This locked room is still furnished, but it is very dusty. A translucent image of a Knight of the Sword sits in a chair by the bed.

This creature looks like it could be a banshee, spectre, or ghost. But it does not rise to attack. It is a haunt (hp 45) and it has been waiting for adventurers.

If the characters try to communicate with it, rather than ignore it or attack it immediately, it tells them, "I have been waiting to give you this message: One is on two, by 'trice. If you achieve your quest, I will finally die in peace." It smiles and will communicate no more.

The message means that the first Symbol of Soth, which leads to the first part of the Rod, is on the second level in the cell next to the cockatrices.

37. Haunt

Same as in room 36 except the message is "The second is dark then green." This means that the second Symbol of Soth (which leads to the second rod part) is in the continually dark hallway (in the dark elven wing) in the green slime room.

38. Haunt

This is the same as 36 and 37, except that the message is "The third on the third past the bath is observed." This means that the third Symbol of Soth (which leads to the third rod room) is on Level 3 past the Crown bath pool at the window. This is the only bath with a window on the third floor.

39. Haunt

Same as the others. Here the message is "Takhisis is the logical solution." This means that to assemble the rod properly, put it in the same order as the heads of Takhisis on her body. (Do not reveal the order!) The PCs have to figure it out from a picture in the keep or by looking into the rift on Level 7.

(The correct rod order is White-Black-Green-Blue-Red.)

Rod Room 2

This room is dark. If there is a source of light, read the box below. Otherwise, the PCs hear very heavy breathing in the dark.

You are in an oddly shaped room. There is a circular stone pedestal, four feet high and one foot wide, in the northeast corner of the

room. The top surface of the pedestal is inscribe with a pentagram and out of the pentagram rises a ten-inch-long black rod. Lying on the floor in front of the pedestal is a strange, eight-legged black dragon with a horn on its snout. It will not let you approach the pedestal. In fact, it smells you and seems to think you might taste good.

Chances of meeting the basilisk's gaze are as follows:

If the character is:
- Completely surprised — 90%
- Surprised — 70%
- Viewing monster — 50%
- Attacking normally — 30%
- Avoiding gaze — 10 %

Once the rod is lifted from the pedestal, the pentagram vanishes and is replaced by a Symbol of Soth, which sends its toucher to room 40 on Level 2.

Rod Room 3

This room is dark. If there is a light source, read the box below. Otherwise, the PCs are attacked (by wraiths) from all sides in the darkness.

You are in an oddly shaped room. There is a four-foot-high circular pedestal in the southwestern corner of the room. Inserted vertically in the top of the pedestal is a small white rod part. Hovering near the pedestal are five wispy shapes that look remarkably like wraiths! They move quickly to surround you!

Once the rod part is lifted from the pedestal, the pentagram on top of the pedestal vanishes and a Symbol of Soth appears in its place. Touching the Symbol sends the toucher to room 29 of Level 3.

Level Four

The fourth level is divided into five sections: four wings and the Temple. The four wings are the library wing, the living dark elven clerics' wing, the banshee dark elven clerics' wing, and the museum wing.

1. The Temple

This was once a beautiful temple of Paladine. Now it is a filthy desecration. The rose-colored statues are smashed and broken. The wall frescoes are splattered with excrement. On the altar is the rotting corpse of a Rose Knight with its chest cut open. Black snakes slither over and under the wooden pews.

Though rotten and foul, there is a parchment note on the sleeve of the dead knight. It reads "Grayspawn, while doing research for my new book last night, I was mysteriously transported with a small candle in my hand from the library to a large, oddly shaped room within the keep. When my candle went out I panicked! There were no doors or windows in the room. I thought I was trapped in a tomb! Searching the walls for a hidden door, I suddenly found myself back in the dark library. Through commune, I have learned that Soth will return to the Keep later today. He has forsaken his holy quest! What shall we do? Signed—Pietro Kristofsky, Prefect of Paladine."

2. Landing

There is a Sivak guard (hp 31) sleeping in a chair in the indicated corner of this room. Behind the chair is a wooden door with an open book carved on it.

3. Recording Room

This room has survived a small fire. Most of the back of the room is full of racks of scrolls and record books. A Bozak (hp 22) stands ready (behind a bookshelf) to greet the party with a *web* spell.

4. Reading Room

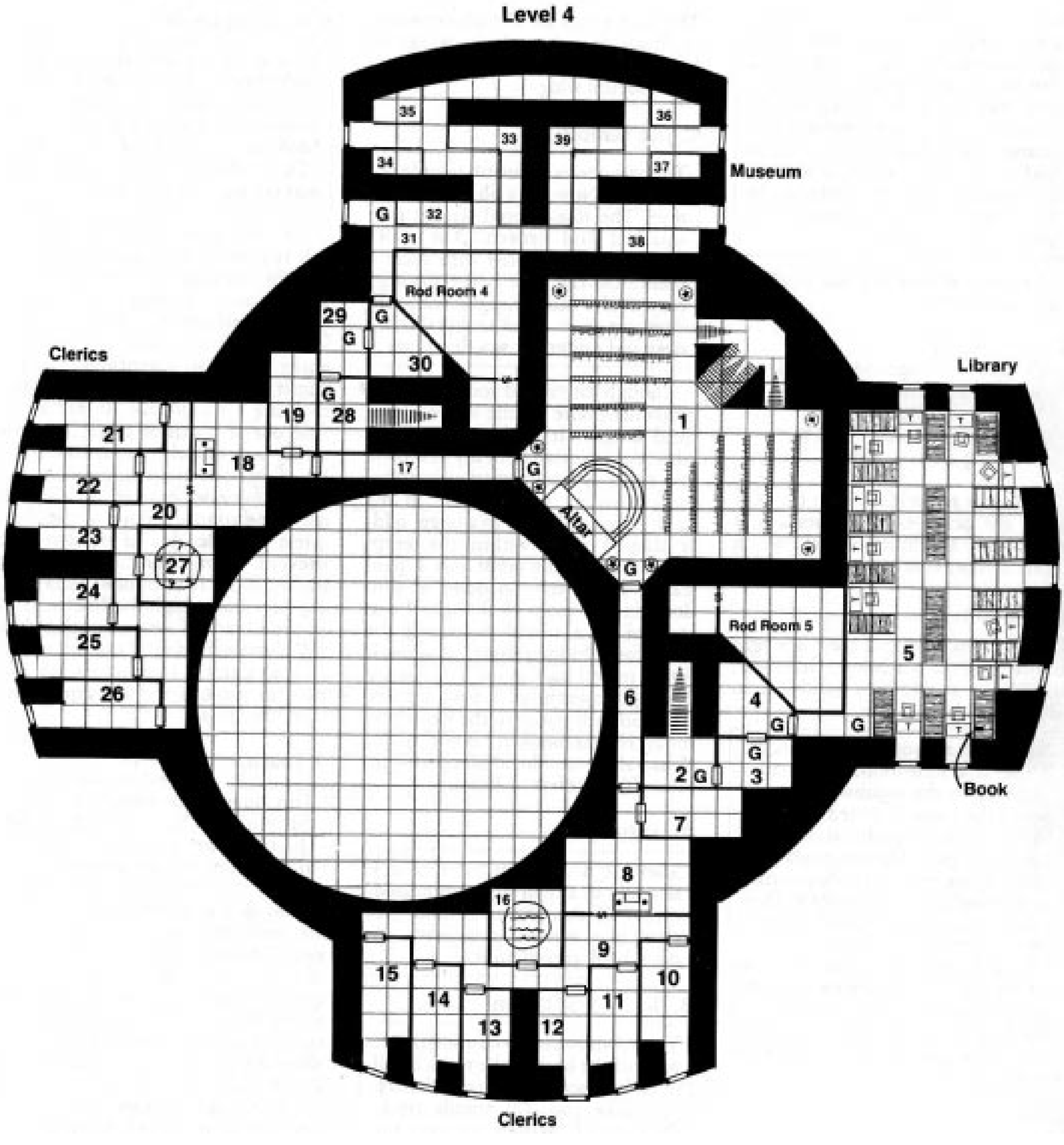
This room has several chairs and tables in it. A sign on the wall reads "Reading Room." There is a female dark elven cleric reading a book in the back of the room. "Oh!" she exclaims. "How did you get past the guards?"

This encounter should be fun. It will require some preparation and a flair for role play. The female cleric is actually an Aurak draconian who has *changed self* into this form. It will act intelligently and will not fight an entire party of adventurers. It will admit to being an evil cleric, but not to being a stupid one. It will try to find out as much as possible before acting aggressively. An Aurak has a lot of options at its disposal: it can *dimension door* out, *go invisible,* or use *mind control* on one of the characters. You decide. Its mission is to prevent them from entering the library. It has 10 potions of *extra healing* stored on a high shelf in the back of the library. If seriously injured, it will *dimension door* there and quickly heal himself to ambush the PCs back in room 4 as they attempt to leave the library.

5. Library

This huge room is full of musty, dusty books. There are tables and chairs between the bookshelves and in front of each window.

This is a wonderful library. There are many rare and beautiful books here. The more intelligent members of the party will notice this very quickly. The only thing worth doing in this library is to find the book that the Prefect (see Room 1) was reading when he mysteriously *teleported* to Rod Room 4. The book is called the *Undead Compendium.* It is on the top shelf (five feet off the ground) in the lower right corner of the room. On this shelf, right under the book, is the Symbol of Soth. If this is touched,


Level 4
Museum
Clerics
Library
Rod Room 4
Rod Room 5
Altar
Book
Clerics
1
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it *teleports* the character to Rod Room 4 (see page 78).

The books are arranged alphabetically by title, so the book can be found in the "U" section. There is a 60% chance that a PC who is at least 5'6" tall sees the black, snakelike "S" as soon as the book is removed from the shelf. Clues to the book's existence are found in Kristofsky's room (room 15).

Dark Elven Cleric Wing

This cloister is occupied by six dark elven female clerics. These women are rarely seen by anyone other than the dark elves from Level 2 who bring food up to them twice a day. Meals are served in room 7.

6. Hallway

This is a highly magical hallway. The doors at either end automatically close in 30 seconds if they are not spiked or tied open. The hallway has permanent and renewing *cold* and *continual darkness* spells cast on it. So it will forever be dark and very cold (20 degrees F). The inside of the doors are shielded in a shiny silver sheet of metal. If anything other than a chaotic evil dark elf enters this hallway, one minute later a 6d8 *flame strike* spell rushes down the corridor. Damage is halved if a saving throw is made.

7. Dining Room

> There are eight chairs around a black obsidian table in this room. There are silver candelabra with black candles on the table, along with silver plates and tableware. There are swirling, murky-colored paintings hanging on the walls.
>
> The room is incredibly clean.

8. Shrine

> The door leading into this room from the long hall is made of pure silver. The outside surface is like a mirror. The inside surface is engraved with a very unholy holy symbol. Lawful good creatures shrink from this door. Undead avoid it like the plague. Chaotic evil worshipers of Takhisis find it indescribably beautiful.
>
> From the door, a bright red carpet leads up to a desk-sized shrine to Takhisis. On the altar are mineral carvings of twisted and deformed beings from the Abyss. The wall is decorated with paintings of a beautiful dark-haired woman and of a fearsome chromatic dragon. There is a large black burning candle on each end of the shrine. Human skulls are imbedded in the candle wax, skeletal faces leering out from the slick black surface.

This is a very evil place. In fact, the entire room is permanently protected by the 6th-level clerical spell (from *UA) forbiddance.* Cast by a 12th-level chaotic evil dark elven cleric, the spell is meant to secure this consecrated area. The effects of this shrine is based on the ethics (law/chaos) and morality (good/evil) of those trying to enter. Chaotic evil PCs cannot enter unless they know the password. Those of different ethics must roll a successful saving throw vs. spell to enter, otherwise, they suffer 2d6 points of damage and can never enter. Those of different morality must roll a successful saving throw vs. spell to enter, otherwise they suffer 4d6 points of damage and can never enter. Effects are cumulative and both saving throws might have to be made.

There is a secret door on the right side of the altar that leads to the cloister.

9. Cloister Hallway

This hallway (and the insides of rooms 10-14) has a permanent renewing *continual darkness* spell on it. Players without infravision will have a tough time in areas like this. Dark elves prefer it.

Rooms 10-14

These rooms are sparsely furnished and in perpetual darkness. Each room contains a straw mat, a water jar, a small table and a chair, a hairbrush on the table, and wall pegs with robes hung on them. A female dark elven cleric lives in each room.

All five clerics know some magical spells (see the *FIEND FOLIO®* tome). They are all wearing heavy robes (AC 8), but all have +3 Dexterity bonuses, so they are all AC 5 before any magical adjustments.

10. Cleric

Katrin Oakenfeld: Cl 7; AC 3; MV 12"; HD 7; hp 42; #AT 1; Dmg 1d6+2 (from +2 mace); MR 64%; surprises 75%; AL CE; knows some magical spells; clerical spells: *cause serious wounds, cause blindness, cause disease, silence, hold person, augury, detect good, cause light wounds, sanctuary.* She has a *mace +2, bracers AC 3,* a *necklace of prayer beads,* and some *incense of obsession.* She is short for a drow, but sturdy, and has a humorous disposition.

11. Cleric

Dorodot Hardingstone: Cl 6; AC 5; MV 12"; HD 6; HP 35; #AT 1; Dmg 1d6+3 (from *mace +3);* MR 62%; surprises 75%; AL CE; knows some magical spells; clerical spells: *curse, dispel magic, silence, cause fight wounds* (x3). She has a *mace +3,* a *ring of invisibility, boots of elvenkind,* and a *wand of fear* with nine charges. She is tall, thin, has red hair and takes no guff from strangers.

12. Cleric

Sheri Robineater: Cl 12; AC 1; MV 12"; HD 9+6; hp 60; #AT 1; Dmg 1d6+4 (from *mace +4);* MR 74%; surprises 75%; knows some magical spells; clerical spells: *blade barrier harm, cause critical wounds, dispel good, flame strike, cause serious*

wounds (x3), *cause blindness, cause disease, dispel magic* (x3), *cure light wounds* (x6), *causelight wounds* (x5). She has a *mace +4, bracers AC 3,* a *ring of protection +4,* a *cube of force,* and a *rod of resurrection* with 24 charges left.

13. Cleric

Florencia Moranistan: Cl 9; AC 5; MV 12"; HD 9; hp 50; #AT 1; Dmg 1d6+2 (from *mace +2);* AL CE; MR 68%; surprises 75%; knows some magical spells; clerical spells: *insect plague, poison, cause serious wounds, curse, dispel magic, animate dead, chant, silence, find traps, detect magic* (x2), *darkness* (x2). She has a *mace +2,* a *scarab of death,* a *talisman of ultimate evil,* a *wand of magic missiles,* and a *ring of human influence.*

14. Cleric

Katrid Consolinus: Cl 7; AC 0; MV 12"; HD 7; hp 40; #AT 1; Dmg 1d6+3 (from *mace +3);* AL CE; MR 64%; surprises 75%; knows some magical spells; clerical spells: *cure serious wounds, speak with dead, curse, silence, hold person, cure light wounds* (x3). She has a *mace +3, bracers AC 2, a ring ofprotection + 2, boots of speed, dust of disappearance,* a potion of *gaseous form,* and a *ring of vampiric regeneration.*

15. Revenant

This room is *not* under a *continual darkness* spell like rooms 10-14. The door to this room is locked and has a large wooden bar across it-on the outside!

> Unlike in the hallway, you can see in this room. The window is sealed shut. The furniture in the room is very dusty. Sitting on the bed is a pale, corpse-like male human cleric. His weird hair stands up as if it has never been combed. His head turns. When he sees the party, his eyes blaze with unnatural intensity. In his rotting left hand is a holy symbol of Paladine. A powerful magical force field prevents you from entering the room. No sound passes through the field either.

The force field can be dispelled by a *dispel magic* spell from a spellcaster of 8th level or higher.

The creature is the revenant of Pietro Kristofsky, Prefect of Paladine. He has waited for over 300 years to get revenge on Lord Soth and his skeletal warriors for killing him. He attacks only in defense. He will gladly accompany the party, staying in the back out of action until he sees a skeletal warrior or Soth—then he attacks. If the PCs attack him, he will not join them.

Pietro Kristofsky (Revenant): C7; AC 10; MV 9"; HD 8; hp 60; #AT 1; Dmg 2d8 (strangle); AL N; cannot be turned or destroyed by clerics; immune to all normal and magical weapons; immune to mind and body control spells; limbs function independently if severed, regenerate 3 hp/round even after death (unless death is by burning, which is permanent); stare causes paralysis or 2d8 rounds to Soth and warriors if saving throw vs. spell is not made.

If asked about the *teleporting* business, he will say that he was pulling a book called the *Undead Compendium* from a shelf when he was transported to the strange burial room of Lady Korinne. If the party destroys Pietro, there are papers on a desk that are part of a treatise on undead. A note on the top sheet is circled. It reads "Check *Undead Compendium* for any information on revenants."

16. Bath Room

> This unlocked room is unoccupied. It contains a large stone pool filled with cold soapy water, a long table with combs and brushes on it, and a strip of polished silver on the wall over the table.

Banshee Wing

> The door to this wing has a parchment note on it. The message is written in good, evil, and draconian dialects. It reads "This is a one-way door. It leads to your death." It is signed "Marantha."

17. Hallway

> This hallway smells strange and you are unable to hear here.

The hall has a permanent renewing *silence* spell cast on it.

18. Shrine

> Emerging from the silent hall, you enter an unlocked door into a dark 20-foot-long hall that opens up to a larger room. There is a door on the north wall of the hallway.
>
> Entering the room you see it is a perfectly preserved shrine to Mishakal. A large wooden medallion of Mishakal hangs on the wall on each side of the small altar on the back wall.

Heavy pressure on the left wall medallion opens a secret door into banshee territory.

19. Dining Room

> This musty room contains the trappings of a dining room. There is nothing of value here.

20. Cross Hall

> As you open the secret door behind the medallion, you hear the sound of a seal cracking open. That door must have remained closed for a long, long time.

If it is nighttime, read the following:

> At this point you all get a nauseating feeling in the pits of your stomachs and your brains reel with

> pain. You hear a terrible, horrible, unbearable wailing coming from the rooms beyond. You are hearing the wail of the banshee!

Each character must make a successful saving throw vs. spell or die.

If it is daytime, the PCs hear nothing.

Rooms 21-24

Each of these rooms is inhabited by a banshee (groaning spirit, hp 39). The rooms are dusty? and the windows are open. The banshees enter and leave through the windows. These banshees were once the dark elven cleric maidens who came to deter Soth from his holy mission. Each night they float down to the entry hall and sit on the four daises to wail the Song of Soth for Soth himself.

These banshees are very intelligent and will escape through the windows if necessary.

21. Banshee

There is a banshee named Marantha here. Marantha's treasure is in an iron strongbox. The lock is trapped with a poison needle (save or die). Inside are 1,500 stl, a *flask of curses,* a ring *of giant strength,* and a magic scroll with *delayed blast fireball, stone to flesh, disintegrate,* and *phase door.*

22. Banshee

There is a banshee named Gisela here. Gisela's treasure is in a brass chest. The lock is *wizard locked* shut (3d level). Inside are 2,589 ep, a potion of *healing,* a potion of *neutralize poison,* a *ring of protection from lycanthropes,* and a *rod of beguiling.* There is an ordinary broom in the corner.

23. Banshee

There is a banshee named Joanee here. Joanee's treasure is stuffed in her mattress. She has 200 pp, a *pearl of power,* and 12 gems worth 8,000 stl total. There is a *broom of flying* in the corner.

24. Banshee

There is a banshee named Leedara here. Leedara's treasure is in a chest that is adhered to the outside wall of the keep, outside of her window. The chest is locked (-35% penalty to pick). Inside the chest is a *scarab of insanity* (all must save vs. spell at a -2 penalty or go insane), 300 pp, and a scroll with six *passwall* spells on it.

25. Bat Room

This room is occupied by four mobats (hp 34 each). If the door is opened, they rush out into the hallway.

26. Basidironds

There are two basidironds (hp 34 each) in the room. Spore clouds spill out of the room and into the hall to affect the whole party.

Hallucinations (roll 1d8):

D8 Roll	Effect
1	Sinking in swamp, remove armor
2	Being attacked by tiny spiders, attack floors
3	Think you've shrunk in size, call for help
4	Think you're holding a viper, drop what you're holding
5	Suffocating, run around in panic
6	Think party is diseased, run away from party
7	Think you're melting, howl and moan about "holding together."
8	Leech on your back, tear off anything on your back and attack it

> You see two seven-foot-tall creatures that look like upturned bowls supported by five wooden legs. Then you start to feel woozy.. .

No treasure, sorry!

27. Bath Room

Nothing here but a dry stone pool.

Museum Wing

This wing has four Sivak guards (G) in it. The museum is dusty. No one has been in it for over 300 years.

28. Landing

> This is the landing at the top of the stairs. There is a Kapak guard (hp 17) in the far right corner of this room. As you reach the top of the stairs, you see the Kapak disappear behind the door and you hear this door click shut, locked from the other side. Then you hear a wooden bolt being dropped in the next room. Two draconians are arguing loudly.

29. Waiting Room

> There are two draconians in this room. one with sword raised high. the other is readying a spell. The room is furnished with padded benches, chairs and tables.

There are a Kapak (hp 17) and a Bozak guard (hp 22) here.

30. Mummies

> This room is full of decorated coffins and diagrams on the walls. The coffins are empty, however, as there are four mummies (hp 3 5 each) waiting behind the door!

31. Museum

> As you open the door, you see a Sivak draconian guard (hp 31) standing, sword raised, 30 feet away. It warns you to go back.

If the party approaches, the Sivak attacks.

The following paragraphs describe the museum exhibits.

32. Geography

This display shows a large pre-Cataclysm map of Ansalon. Each nation is described in a faded colored box.

33. Knights

This display describes the history of the Knights of Solamnia.

34. The Gods

This display discusses the gods of Ansalon and their places in the evening sky.

35. Races of Ansalon

This display shows pictures of the many intelligent races that dwell in Ansalon, detailing where they live and their special traits and customs.

36. Legend of Huma

This display tells the legend of Huma and his silver dragon.

37. Soth's Quest

This display was prepared by Lady Denissa (in Soth's absence) to honor him for his acceptance of the deadly quest *to* recover the *rod of omniscient wisdom* from the volcanic labyrinth deep in the Dargaard Mountains. A map of the area where the rod was supposed to be buried is shown.

This map is crucial to complete a future quest.

38. Weapons of Ansalon

Here are all the weapons of Ansalon, from the draconian's wicked-edged swords to the kender's hoopak.

39. Knights of The Rose

Here is a history of the greatest men and deeds of the Knights of the Rose. Several Soth exploits are depicted.

Rod Room 4

This room is dark. If there is a light source, read the box below. Otherwise, the PCs hear several whip-like lashes and some slithering.

> You find yourselves in the center of an oddly shaped room. In each of the three corners of the room is a large mound. Suddenly the mounds move. Long tentacles whip out to grab you!

There are three storopers here (hp 35 each). Behind one of the creatures is a four-foot-high circular pedestal with a blue lo-inch-long rod part stuck in it. The top of the pedestal is inscribed with a pentagram. When the rod part is removed, the pentagram vanishes and a Symbol of Soth appears in its place. Touching the symbol sends the toucher to the library (room 5, this level).

Rod Room 5

This room is dark. If there is a source of light, read the box below. Otherwise. the PCs should prepare to die!

> You are in an oddly shaped room. In one corner is a pedestal with a green rod part protruding from the top of it. Hovering nearby is a fearsome demonic creature. It has a great horned head with a gaping mouth filled with rows of sharp fangs. Its powerful arms and claws seem to be tingling with negative electrical forces. It roars at you and moves to engage....

If the guardian daemon (hp SO) is struck by the four parts of the rod (screwed together in any way), it disappears, freed of its commitment to guard the green rod part.

Once the green rod part is lifted from the pedestal, the pentagram on top of the pedestal disappears and is replaced by a Symbol of Soth. Touching the symbol sends the toucher to the top of the tower on Level 12.

Level Five

Level 5 is a barracks level. During the day it is mostly deserted; at night it is full of sleepy draconians.

1. Crypt Thing

This large hall at the bottom of the stairs is empty during the day, but at night it is guarded by a crypt thing (hp 41).

> As you reach the bottom of the circular stairway, you see a lone figure. It is a pale skeletal being wearing a brown hooded robe. It turns to face the party, mumbling in some strange tongue.

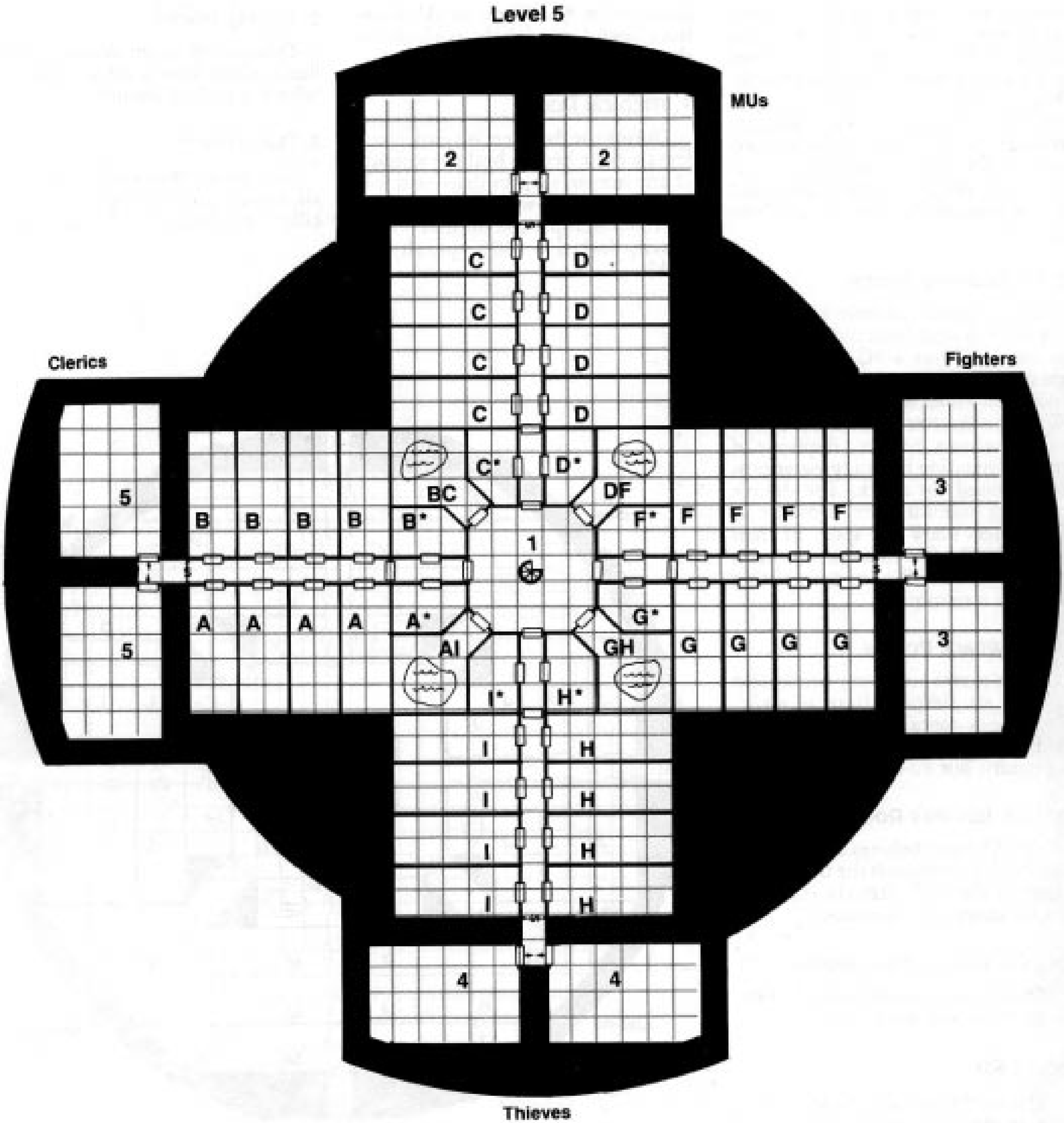
Have each member of the party make a saving throw vs. spell with a -4 penalty. Those who fail are *teleported* to training rooms 2, 3, 4, or 5 as directed below. Those who succeed must roll again with a -2 penalty. Those who fail this second saving throw are turned *invisible* and are paralyzed for 3d6 rounds. The remainder may attack or converse with the crypt thing. It is only harmed by magical weapons.

The crypt thing can communicate in the neutral tongue. If asked, it says that the party members have been *disintegrated.* In truth, party members have gone to ancient training rooms where they must fight exact duplicates of themselves. This is all done magically.

The process should be handled as follows. Magic-users fight in the rooms labeled "2," fighters in rooms 3, thieves in rooms 4, and clerics in rooms 5. If there are more than two of any class, have them wait in line.

When the one-on-one battles are over, the characters are dumped into the hallways through one-way doors.

In the battles, the DM is fighting each character against himself. The fight is done until one participant goes unconscious. The wounds are not real. If the real character wins, then he immediately gains enough experience points to rise one level. If



Level 5
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Fighters
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4

the character loses to the DM, he loses all experience points above the minimum for his current level and loses one random magical item or weapon. Win or lose, the character is dumped outside the room to wake up our rounds later. When the players emerge into the barracks area again, the crypt thing has either been killed by the remaining players or has left on its own.

2-5. Training Rooms

These rooms can only be entered via teleportarion from the crypt thing in room 1. Once a PC leaves one of these rooms, he can never enter that room or another training room again. When a character materializes in one of these rooms, he sees a duplicate of himself standing in an aggressive posture, poised for attack. The double does not communicate. Doubles of spellcasters know the spells of their originals. The first round of combat is simultaneous. Killing or neutralizing serves as a victory.

a-l. Barrack Rooms

These rooms are empty by day and contain six sleeping Baaz at night. Each room contains six smelly beds and assorted draconian armor and weaponry, but no treasure.

a*-l* Leader's Rooms

The A* room belongs to the Bozak leader who commands the troops who sleep in the "A" barracks. Likewise for the other starred rooms.

BC, DF, GH, al. Bathrooms

These rooms contain pools of dirty, soapy water and wet towels.

Level Six

This level is also a barracks level. It is at the same height as the wall top. It contains Kapak barracks J, K, L, and M, a tavern, a medical room, a casino, and an armory. In the center of the level is a circular stairway that leads down to the Baaz barracks. All doors have lawful good holy symbols on them (to keep the undead out).

1. Medical Room

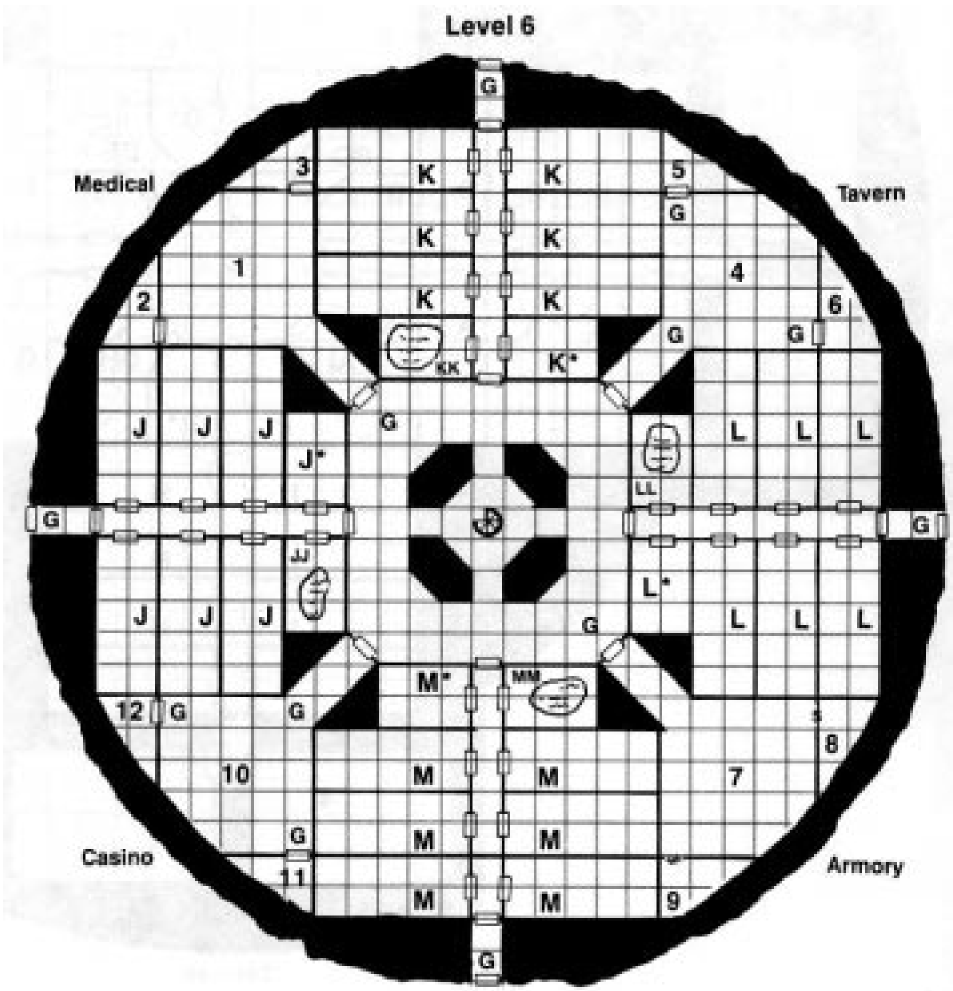
During the day there is a dark elven female cleric here to heal the wounds of any human slave or draconian soldier who is ill or wounded. At night the room is empty and the iron door is heavily locked (-40% penalty to pick).

2. Supply Room

This locked room contains clean linen, sharp knives for surgery, and other medical necessities.

3. Drug Room

This locked room contains drugs of all kinds. Everything from pain-killers to poisons to hallucinogens.



4. Tavern

From noon until midnight, this room is full of draconians, waited on by human slave barmaids. At any time, there are 2d10 Baaz, 2d8 Kapaks, 2d6 Sivaks, and 1d10 Bozaks here, drinking their little brains out.

Behind the bar is a human bartender, geased to serve. There is a chest with 368 stl, 288 ep, 167 sp, 449 cp, and 3 pp in it behind the bar.

5. Keg Room

This room is full of kegs of ale. There is a permanent cold spell cast on the room.

6. Records Room

There is a table and chairs in this room and a large immovable iron lockbox in the corner. This is the safe. It is loaded with money that is deposited in a slot at the top. The box is wizard locked shut (12th level). It contains 1d6 x 1,000 coins of each type, except there are only 1d6 x 10 PP.

7. Armory

This locked room contains weapons and armor of all types useable by draconians and humans. No magic.

8. Weapons

This room contains magical weapons, all + 1. Take your pick.

9. Armor

This room contains magical armor, all +1. Only human and elven sizes are available.

10. Casino

This room reeks of draconians and ale. Loud voices and laughter fill the air. Dozens of draconians are sitting on stools around tables playing at card and dice games.

There are 2d8 Baaz, 2d8 Kapaks, 2d6 Sivaks, and 1d6 Bozaks in here gambling. Most of the coins on the tables are silver and electrum.

11. Supply Room

This unlocked room contains cards, dice, cleaning supplies, and other useful items.

12. Bank

This is the bank for the casino. There is a large lockbox here that contains 1d6 x 2,000 cp, 1d6 x 1,000 sp, 1d6 x 1,000 ep, 841 stl and 36 pp.

J-M. Barrack Rooms

These rooms are empty by day and filled with sleeping Kapaks by night. The room letters correspond to the assigned outside posts of the troops within. Each room contains six beds and various clothing, armor, and weapons. No treasure.

J *-M *. Leaders' Rooms

These rooms are occupied by the Bozak leaders of troops J, K, L, and M, respectively.

JJ-MM. Bath Rooms

These rooms contain pools of soapy, dirty water and wet towels.

Level Seven

The puzzle on this level is to figure out how to get across the anti-magical barrier that nearly isolates Soth's lair from the rest of the level. By mapping the level it should be obvious that there is a hole between rooms 2, 7, and 8. A few *passwall* spells should eventually gain the players entry to the cross-shaped hallway that leads (through the wall) to room 9.

Rooms 2 through 8 each contain a black ebony coffin. In each coffin is a vampire. The vampires come and go in gaseous form through the tiny cracks in the walls of this level. They feel quite safe from vampire-hunters, but not from each other. So they hide their treasures in caves in the Dargaard Mountains, not in the keep.

Nothing is easy. The doors to this level are magical, to provide some entertainment.

Upon opening the trapped doors to rooms 2 through 8, the party actually sees a different room. Then when a character steps through the doorway, he is teleported to the room that the other PCs are looking into.

For example, opening the door to room 6, the characters are actuall looking into room 8. And if they walk into room 6, they are actually walking into room 8. When they leave room 8, they see the corridor outside room 8. Nothing happens when the PCs exit a room, only when they enter it. However, PCs who enter room 8 (via room 6) and then walk out of room 8 and look back into room 8 from the hall actually see the inside of room 6. If they left other party members in room 8, these PCs will not be seen. Then if they attempt to reenter the room they just left (room 8), they really walk into room 6.

The *teleport* code is as follows:
Enter 2, go to 3
Enter 3, go to 4
Enter 4, go to 5
Enter 5, go to 7
Enter 6, go to 8
Enter 7, go to 2
Enter 8, go to 6

1. Pentagram Room

This room has a large pentagram on the floor. In the pentagram is a star. In the center of the star is a small hole in the floor. There are four doors leading out of this room.

If the five-part rod is assembled and inserted into the hole in the pentagram, everything inside the pentagram (including the rod) is *teleported* to room 7 on Level 8.

All of the doors on this level are trapped with magic missiles. When a

door is opened, each player gets hit by a magic missile-no saves, no chance to disarm except by casting a dispel magic on the door.

2. Vampire

Entering this room takes a player into room 3. You can only get to this room by entering room 7.

This vampire (hp 50) is alert. As soon as the PCs enter the room, he opens his coffin and attacks.

This vampire has an *ioun stone* whirling about his head. It absorbs 26 spell levels before it burns out.

3. Vampire

This room can only be entered by entering room 2. Entering this room via the door takes you to room 4.

The vampire (h 48) in this room has a black, upside-down medallion of Mishakal on a black chain around his neck. This magical item makes him immune to holy symbols.

4. Vampire

This room can only be entered by entering room 3. Entering this room via the door takes you to room 5.

There are 50 bats (hp 2 each) hanging from the ceiling. The vampire (hp 51) has no special attributes.

5. Vampire

This room can only be entered by entering room 4. Entering this room via the door takes you to room 7.

The vampire (hp 45) in this room has a *ring of regeneration* that augments his regeneration per round from 3 hp to 6 hp.

6. Vampire/Ghost

This room can only be reached by entering room 8. Entering this room via the door will take you to room 8.

The "vampire" in this room has no vampiric powers. He is a ghost (hp 58) and looks like a transparent vampire.

7. Vampire

This room can only be reached by entering room 5. Entering this room via the door takes you to room 2.

The vampire (hp 49) in this room cannot be turned or dispelled.

8. Vampire

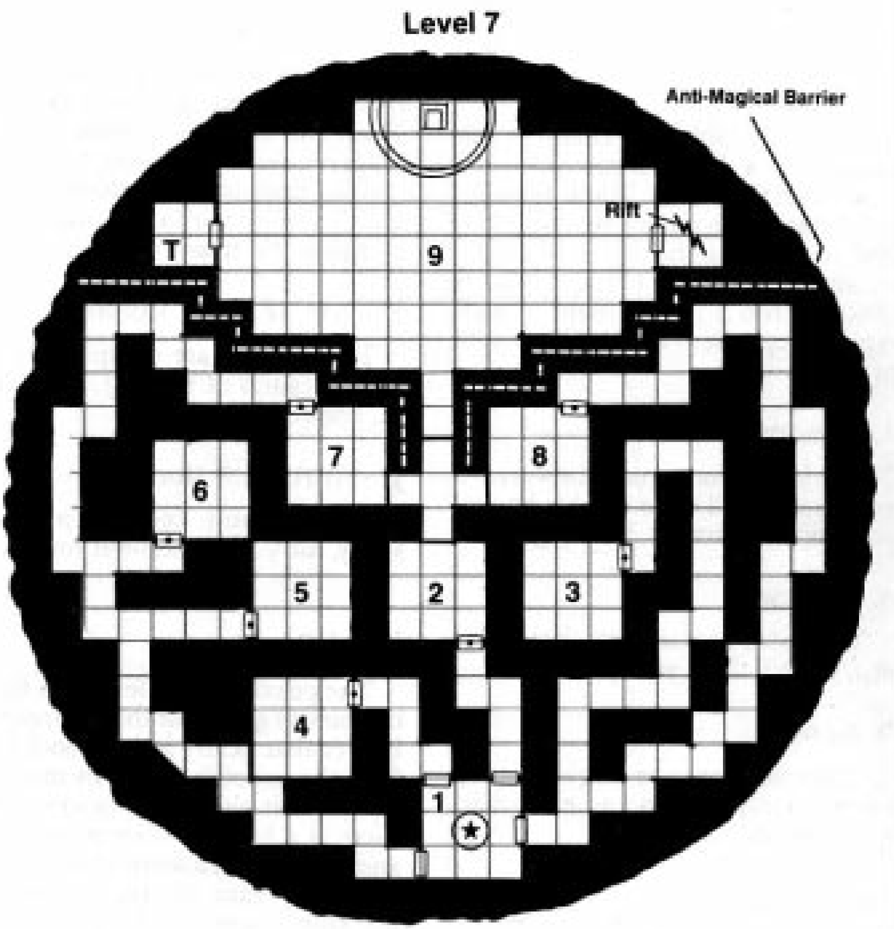
This room can only be reached by entering room 6. Entering this room via the door takes you to room 6.

The vampire (hp 46) in this room wears a *ring of haste.* The room has a permanentsilence spell cast on it.

9. Soth's Lair

If Soth has not already been "destroyed," he is here. If he is no longer in physical form, the PCs are greeted by a *magic* mouth emanating from the back of Soth's throne.

> The room smells of vinegar. On the back wall is a great black throne,



just like the one in the entry hall, bat wings and all. Sitting in the throne is a death knight. A quick look around reveals a doorway at each far end of the room.

"So. You've recovered the rod! Its emanations are fouling my room. Prepare to fight your final battle!" Soth waves his hand and the door to his right bangs open and an incredible behemoth lurches forward. Everyone must roll a saving throw vs. paralyzation upon sighting the thing. Then in a flash, there is a wall *of* ice behind you, sealing you in the room. Soth vanishes with an evil chuckle.

The room that the tarrasque (hp 300) came from is empty. The other room is locked and trapped with a poison needle (-30% to disarm). Inside the PCs find Lord Soth standing, sword raised in front of a strange black jagged gash in the air. This is the rift that must be closed. Soth orders the first player through the door to die by power word. He avoids the touch of the rod, which can inflict 10 points of damage to him. If he is struck twice by the rod, he flees into the rift. (Remember that he cannot be killed.) Also remember that he can cast any magical spells.

If a character looks into the rift, he sees a great chromatic dragon. If the rod is screwed together in the same order as the heads of the dragon, and then inserted into the rift, the rift closes around the rod, sucks it in, and then disappears.

If the rod is incorrectly assembled, the holder suffers 10 points of energy damage as the rod touches the rift. If the party doesn't know what to do, have Sargonnas appear after a while and say "Takhisis is the key!"

Level Eight

This odd level is the home of Jariket the lich. To get to Jariket's lair (room 7), you need a *passwall* spell.

When the characters have finished the level (except for room 7) and don't know what to do, the evil god Sargonnas (a consort of Takhisis) materializes in room 6 and begins to laugh. It is a loud, booming laugh that echoes through the corridors until the party comes to room 6 to investigate. So do not read the boxed text in room 6 until the level has been completely cleared (except for room 7).

1. Darkroom

This room has a permanently renewing *continual darkness* spell cast on it. It is in the shape of a rod room. There is even a pedestal in the room with a crystal rod in it. But the crystal rod is a false rod part. If it is screwed onto any other part of the rod, all connected pieces vanish and magically return to their original rooms. Thus, the crystal rod is found back in its pedestal in the darkness. The false rod part is meant to foil players who have only four or fewer rod parts at this point. There is a secret door in the corner of this room.

A three-foot-wide hole in the ceiling leads to room 9) in Level 9.

2. Lightning

The locked door to this room has a jagged white line running diagonally across it. Anyone who touches the metal doorknob receives a 2d6 point electrical jolt.

Inside this room, hovering near an open window, is a small ball of lightning about one foot in diameter, with lightning-like tentacles that zap in and out.

The thing is a quasi-elemental lightning (hp 55). It has no treasure.

3. Potion Room

There are four stone vats in this room. Each is eight feet in diameter and stands our feet up from the floor. Each vat is filled to the brim with a thick substance. In each vat, just below the surface, are six potion flasks with labels on them. Unfortunately, the labels are not readable through the goo.

Vat A is full of a black, oily, tar-like substance.

Vat B is full of an olive green, pea soup substance.

Vat C is full of white, creamy, lotion-like substance.

Vat D is full of a brown, thick, muddy substance.

Vat A is a black pudding (hp 60). Floating in it are six *potions of extra healing.*

Vat B is an olive slime (hp 12). Floating in it are *six potions of heroism.*

Vat C is a white pudding (hp 57). Floating in it are *six potions of healing.*

Vat D contains brown pudding (hp 70). Floating in it are six potions: two of *speed, two* of *giant strength,* and *two* of *invisibility*

4. Beholder

There is a beholder (hp 60) in this room. It calls itself Lanjiri and offers to let the party go if each character gives it two magical items and one potion. It says its treasure hoard was stolen by a cursed lich that lives behind the wall down the hall. Note that it can escape out the window.

5. Vargouilles

This room is unlocked. Upon opening the door, 15 bat-like creatures fly out into the hallway to attack you. They look like hideous flying heads with tentacles.

The vargouilles (hp 7 each) have no treasure.

6. Sargonnas

Read this encounter only after the characters have explored the whole level (except for room 7).

You hear a loud crack, like a lightning bolt, and then you hear loud, booming laughter coming from the hallway of this level.

When the players reach area 6, read the following:

> You see an eight-foot-tall, handsome black male humanoid with tiny horns sprouting from his temples. He glares at you with flaming red eyes and says, "So you've come to close the gap, eh? Well, well, well. Takhisis has been spending far too much time on this second foray into this plane and far too little time with me! So I bring a gift and some information.
>
> "You must have all five parts of the rod and must screw them together in the correct sequence for the rod to work. I truly don't know what the correct sequence is, but I do know where the five parts are hidden. You'll need all five to get to the next level. The entry is in the lich's lair. You' 11 also need this (he hands a wand to one of yours PCs) to reach the lich and get to Soth's inner sanctum. There are ten *passwall* charges on this wand. The trigger is the word 'xit.' Good luck!"
>
> He disappears in smoke.

7. Lich

Jariket is here if he wasn't destroyed earlier in the adventure. See the "Exterior" section (page 57) for his stats. He orders that the party leave his room or face the consequences. He is already protected by a *major globe of invulnerability*

> There are four stone sarcophagi in this room. They are labeled "Meyer," "Keifer," "Donie," and "Gilbert." Each large coffin is carved with demonic faces and bat-like grotesqueries.

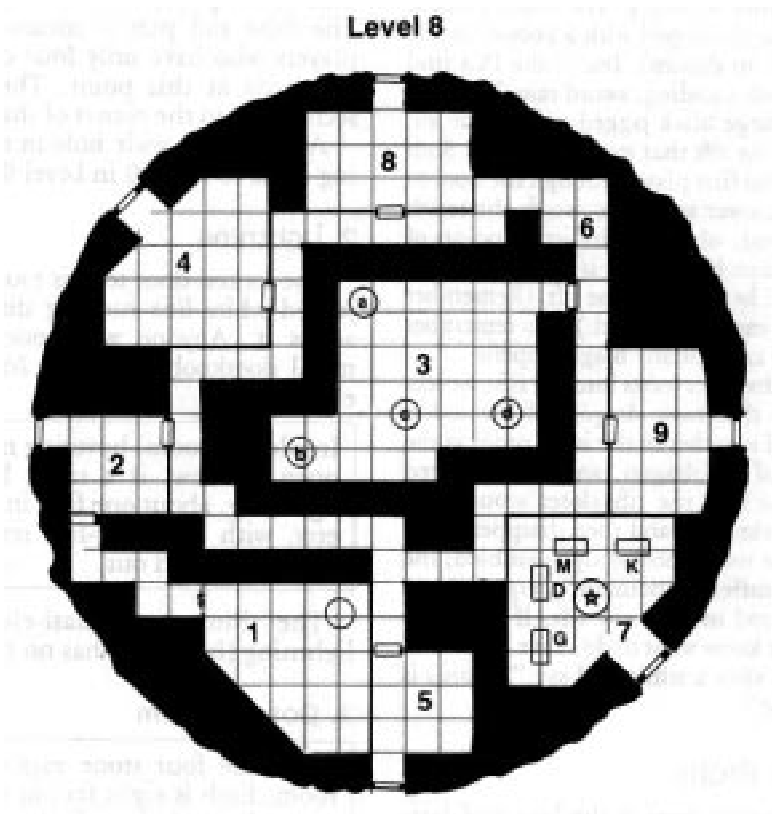
There is a ghost in each sarcophagus. Jariket's treasure is in the bottom of the sarcophagus labeled "Keifer" beneath a thick layer of velvet. It includes 3,600 ep, 4,750 stl, 345 pp, 30 gems worth 20,000 stl, 17 pieces of jewelry worth 23,000 stl, a *sword +4* vs. *undead.* a scroll of *protection from demons,* a' *potion of giant control,* and a *wand of wonder.*

> There is a pentagram inscribed on the floor against the outside wall. In the center of this pentagram is a star. In the center of the star is a round hole in the floor approximately an inch and a half in diameter.

By screwing the five rod parts together and putting one end in the hole, all players within the pentagram will be teleported to room 1 on Level 7. The rod teleports with them.

8. Skeletal Warrior

This room is occupied by a skeletal warrior (hp 55) of high rank. Characters below 6th level have to roll a successful saving throw vs. paralyzation or flee in terror. In a centuries-old



common tongue he says, "Leave this place or you will die." He then blows a whistle and turns *invisible.* Then, if any of the nightmares on Level 10 are still alive, within a minute the party sees a black horse hovering outside the window and then soaring away. The warrior is gone. The room contains nothing of value.

9. Skeletal Warrior

This room also contains a skeletal warrior (hp 65) of high rank. Characters below 6th level have to roll a successful saving throw vs. paralyzation or flee in fear. In an ancient tongue he says, "Prepare to die, mortals!" and attacks.

Level Nine

This should be a terrifying level—the players have to crawl through it! Torches are impractical in the three-foot-high crawlspace. Crawling characters suffer a -3 penalty to attacks and damage.

1. Entrance

> At the bottom of the stairs is a doorway with no door. As you peer inside the doorway, you see that this level is filled with rock and dirt! A dirt ramp angles upward for about 30 feet to a crawlspace that is only three feet from the ceiling.

2. Nexus

> The ramp leads up to this 40-foot-by-20-foot open area. This room is only three feet high. It makes everyone claustrophobic. There are four openings (other than the rampway) leading out of this room.

Most characters have to crawl on their stomachs, dragging any backpacks or larger items (though kender might be able to walk bent over).

3. Ant Lion

> After crawling about 60 feet through a dirty, insect-laden tunnel, you come to a circular opening that is deeper in the center than around the edges. You notice that the tunnel continues on across the room.

As the first player enters the open area, there is a 50% chance that he slides down to the center of the depression. Players must roll each round that they are in the area. When this eventually happens, an ant lion (hp 43) bursts up out of the sand and attempts to grab its prey in its huge mandibles.

The treasure is buried six feet below the center of the lair: 38 stl, 12 pp, a *shield +1,* two normal long swords, and a *ring of protection +2.*

The tunnel on the other side of the lair goes nowhere.

4. Slicer Beetle

> As you enter a 20-foot, circular opening, you see a room full of bones, old rusted armor, and small beetles. You look across the opening and see that the tunnel continues beyond. Suddenly, a large, smooth-sided red beetle bursts from the wall to attack with razor sharp mandibles.

This is a slicer beetle (hp 36). There is no treasure.

5. Rust Monsters

> As you crawl into this area, you see hundreds of bones in the chamber. The chamber twists to the left.

If the players poke around, they find a silver cross, a ring worth 10 stl, a bag of 75 sp, and a scroll with five *cure fight wound* spells. At this point, the rust monsters (hp 25) attack.

6. Zombies

> As you crawl into this opening, you find it clear of bones and debris The floor is smooth and sandy.

As soon as the lead player reaches the other side of this chamber, zombies (hp 12 each) sprout up from the ground to attack the players. Each player is attacked by two zombies.

7. Gambados

> There is a hole in the center of this dead-end chamber. No sound can be heard coming from the hole. Then an eight-inch-long roach crawls out of the hole and then goes back in, fleeing the light.

In the hole are two gambados. As the party approaches the hole, two skull-headed gambados (hp 20 each) pop up to stare at the lead players.

Treasure consists of 34 cp, 23 sp, 16 stl, and *gauntlets of ogre power.*

8. Death Beetle

> As you approach the opening in this part of the tunnel, you see the ground shudder in the clearing ahead of you. Then you hear a loud sound that pierces your ears with sonic-induced pain. Through the pain you see a giant death watch beetle scuttling forward, mandibles gleaming.

Each character must roll a saving throw vs. death magic.

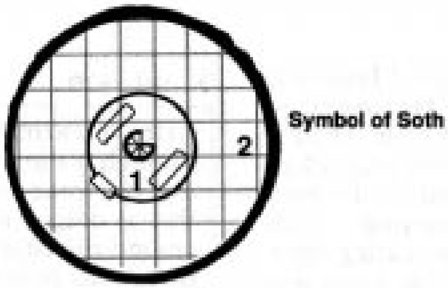
There is no treasure.

9. Necrophidius

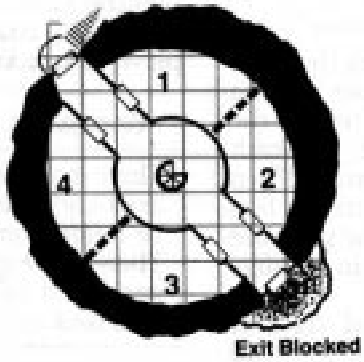
> This tunnel slowly descends and heightens so that a human can stand up by the time the tunnel opens into a large room with openings to the right and left. There is nothing menacing in sight.

This is the lair of the necrophidius (hp 12) that was put here to guard the

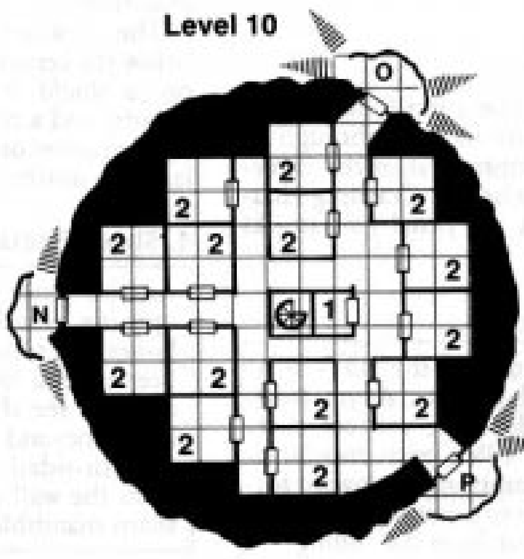
Level 12



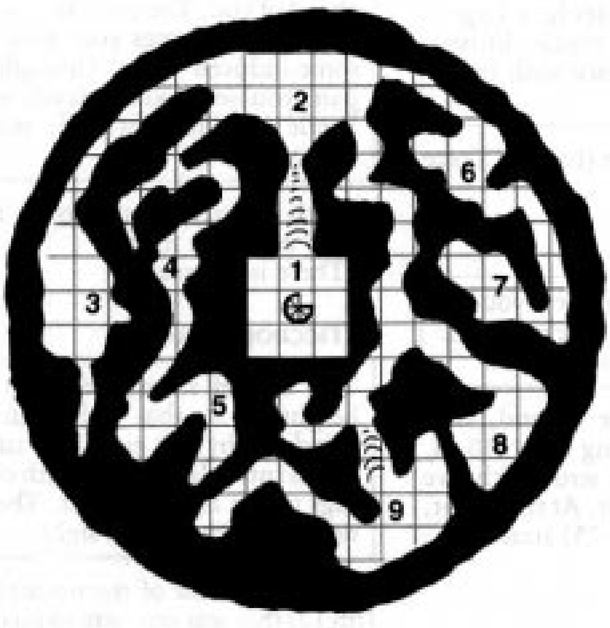
Level 11



Level 10



Level 9



entrance to Level 8. If the necrophidius surprises the party, if does its Dance o Death to hypnotize any party member who does not roll a successful saving throw vs. spell.

> Suddenly a large skeletal snake jumps out of the corridor on the right and snaps its fangs at you. Then it does a weird snake dance that holds you entranced.

There is another crawlspace at the end of the right corridor. It leads to a dark hole in a stone floor. The hole leads down to room 1 on Level 8.

Level Ten

Do not forget the obliviax moss that grows on the stairs up to this level! This level serves as the stable for the 14 nightmares (hp 40 each) that are ridden by Soth and his 13 warriors. The hallways are patrolled by six hellhounds (hp 35 each).

> Upon opening the door, you are pounced on by six snarling black dogs with flaming jaws!

1. Store Room

This room contains saddles, horse armor, horse food, dog food, etc.

2. Nightmares

These rooms each contain one nightmare (hp 40 each).

> Inside the very large unlocked door to this room is a very large, gaunt black horse with glowing red eyes, flaming orange nostrils, and hooves that burn like embers.

Level Eleven

Don't forget the obliviax moss that grows over the steps up to this level.

The outer door to this level has a *symbol of pain* on it. Inside is a hall leading to a spiral staircase that ascends and descends from it. There are two doors on each side of the hall.

1. Warrior

The door to this room is locked and has a *symbol of discord* on it. Inside is a skeletal warrior (hp 61). It walks through the wall to room 2 like a ghost. If the PCs search for 20 minutes, they find a hollow bed post with an ivory scroll tube in it. There is a magical scroll inside. The spells on the scroll are *meteor swarm, clone, power word stun,* and *stone to flesh.*

2. Warrior

The door to this room is locked and has a *symbol of discord* on it. The warrior from room 1 may be here. (There is an illusionary wall between the two rooms.) This room is occupied by a skeletal warrior (hp 64) who checks the size of the party and then walks through the wall to room 1. If the warrior from room 1 is here, then the two of them stay and fight.

There is a locked chest in the corner. The chest is trapped with a poison gas trap; all characters must roll saving throws vs. poison at a -3 penalty or lose half their hit points. The chest contains 2,000 stl and a *cursed* ring. The player who puts it on is reduced in size to six inches tall. The ring cannot be removed except by a *remove curse* spell. Damage caused by this tiny character is reduced to his weapon's magical pluses only.

3. Warrior

The door to this room is locked and has a *symbol of hopelessness* on it. Inside is a skeletal warrior (h 62) who blasts them with his *ring of frost.* His treasure is hidden in the wall under a long piece of stone that serves as the window sill. It includes a pouch that contains 15,000 stl worth of rare gems, a *ring of delusion,* a *bag of devouring,* a *flask of curses,* and a *horn of bubbles.*

4. Warrior

The door to this room is locked and has a *symbol of insanity* on it. Inside is a skeletal warrior (hp 58) who is not interested in fighting a large party by himself. So he will pick up a small silver coffer and walk through the wall to room 3. If he is followed, he goes outside and climbs the wall to Level 10, where he gets on his nightmare and rides away.

Level Twelve

There is a fog giant living on this level. He controls the evil fog that plagues the countryside. He does this with the aid of a giant-sized *ring of fog control* that he won from a cloud giant in a bad breath contest.

1. Giant Room

> When you reach the top of the stairs, you are in a huge round room with a 30-foot-high ceiling. The smell of rotting meat pervades the room, as you see the huge, half-eaten carcass of a giant winged creature lying against the wall. There are two 20-foot-long beds beside the stairwell and a 12-foot-long ornately carved sword leaning up against the wall next to a 20-foot-tall door.

The door is not latched shut, so if everyone pushes on it, it might move just a crack so that the players can get outside.

2. Fog Giant

Outside on the great round viewing deck is a fog giant (hp 100). He attacks intruders at once.

The giant's treasure is a 10,000-stl diamond that is embedded in an earring that weighs 100 lbs.

Going out the door, and moving all the way around to the back of the tower, there is a *symbol of Soth* on the wall. It teleports each character who touches it to Rod Room 5 on Level 4.

The Dragon Peak of Palanthus



This is a short (but very deadly) adventure for 5-7 characters, levels 6-8.

Of all the cities of Ansalon, the one that fared best through the dark years of the War of the Lance was Palanthus. While Kalaman endured its siege, Tarsis suffered its conquest, and Sanction, Neraka, and Flotsam all squirmed under the boot of occupying Dragonarmies, Palanthus remained free. Untouched by death, Palanthus remained aloof to the war-indeed, most of the residents still do not know how close they came to disaster when the Blue Dragonarmy attempted to invade through the mountains. Only the heroism and sacrifice of the Knights of Solamnia, who stood and died at the High Clerist's Tower, saved the city from the invader's sword.

But of all this, Palanthians remain by and large ignorant. The common attitude is that the city was spared because it deserved to be spared. The logical extension of this thought is that the other cities got what they deserved.

Naturally, Palanthians are not well liked among the other folk of Krynn. They still remain aloof in their arrogance, convinced that they are the people destined to carry civilization into its next century-to save the culture and heritage of Krynn that the other nations so foolishly would have squandered.

In the context of this adventure, the Palanthians currently have a rather embarrassing problem. It seems that a huge, ancient red dragon by the name of Flagratius has taken up residence in a dormant volcano overlooking the very heart of the city! The Palanthians, of course, know that they don't deserve this scourge, and this shakes their faith in the overall scheme of things. Also, the dragon is prone to performing acts that tend to tarnish the city's progressive image.

After all, it's hard to convince people that your city is the harbinger of future civilization and culture when there's a fire-breathing dragon tearing through your marketplace, seizing maidens, and toasting the few fighters bold enough to try to stop it.

So Palanthus needs help. The call has gone out, across the land: "Dragonslayers needed, short hours, good pay." Many brave heroes have already answered the summons, and this much has proven true: The hours have been very short, about long enough to get into the volcano, find the dragon, and get breathed on. Consequently, the reward offered has gone up, but fewer and fewer heroes have been showing up to attempt the deed.

Palanthus's image as an unscathed and beautiful city is suffering, as more and more buildings get torched, and the prime of young womanhood gets snatched away, invited to the volcano for dinner-or worse.

The going rate is up to 50,000 stl. They're looking for a few good adventurers-are you up for the job?

Starting Off

Word has spread throughout Ansalon of the little problem being suffered by Palanthus. In most corners of the land, of course, the news is greeted with rim humor—"It's about time those foppish dandies got a taste of the real world" is a common sentiment.

Because the dragon is such common knowledge, the PCs can hear about him (and the reward, of course) just about anywhere. If they are already in town, it can be effective to have them witness a raid.

When the PCs arrive in town, and let it be known they are prepared to claim the reward and deal with the dragon, they are courted by Palanthian nobility. They are wined and dined in the best possible style, and housed in the finest of the private manors around the fringes of the city. For one night.

After this, they are expected to produce results. The most recent raid is described in gory detail, and can be assumed to have occurred 1d6 days before the characters' arrival in Palanthus (or their offer to take the job).

Flagratius, The Dragon

Huge, Ancient Red Dragon

AC: -1
Move: 3"/24"
Hit Dice: 11
hit points: 88
% in lair: (see below)
Attacks: 3
Damage/Attack: 1d8/1d8/3d10
Special Attacks: Breath weapon and spells
Alignment: Chaotic Evil
Size: 50' long
Chance of Sleeping: 20%

Spells:

1st Level: charm person, *read magic*
2nd Level: *darkness 15' radius, magic mouth*
3rd Level: *dispel magic, hold person*
4th Level: *fumble, polymorph other*

Of course, he speaks too.

Flagratius has lived a long, rich life, full of the kinds of things dragons love. (I don't have to go into details, do I?) Never in all those years has he had as much evil fun as since he has taken residence here in Dragon Peak. Not only are the Palanthians incredibly easy to terrorize, but they are far and away the best-fed humans ever to serve as his food supply. In short, things have never been better.

But Flagratius hasn't lived to this ripe old age by being careless and inattentive. He knows that the Palanthians are eager to be rid of him, and he has taken some precautions to see that they don't get their wish. His lair, for example, is designed to weed out the less adept adventurers before they ever reach the dragon's chamber. Those who find him there have to contend not only with Flagratius, but with his servants as well.

The dragon always leaves and enters his lair by night, except when returning from a raid upon Palanthus itself, so the humans in the valley have no way to keep track of his hours. In fact, he leaves the lair once every 10 days, and is gone for 1d4 days, flying over western Ansalon. Every fortnight or so he stages another raid on the city returning with a captive whom he keeps alive for 1d6 days before hunger gets the best of him.

Like all great dragons, Flagratius loves flattery and witty conversation. If he feels he has the upper hand over intruders, he postpones the coup *de grace* indefinitely, as long as they keep him entertained with compliments and humor.

The Volcano

This formerly nameless mountain (now, of course, it's called Dragon Peak) is one of the smaller mountains that fringe Palanthus on three sides. It lies to the west of the city, and its summit is a mere four hours walk from the city limits.

The slopes are barren and rocky, but not difficult to climb—no thieving skills or Climbing checks are necessary to reach the crest. The caldera is a narrow shaft, about 100 feet across at the summit but tapering to a much narrower tunnel below.

The dragon has not posted any of his minions outside of the lair, partly out of arrogance and partly because they would be vulnerable to the troops of Palanthus.

1. The Shaft

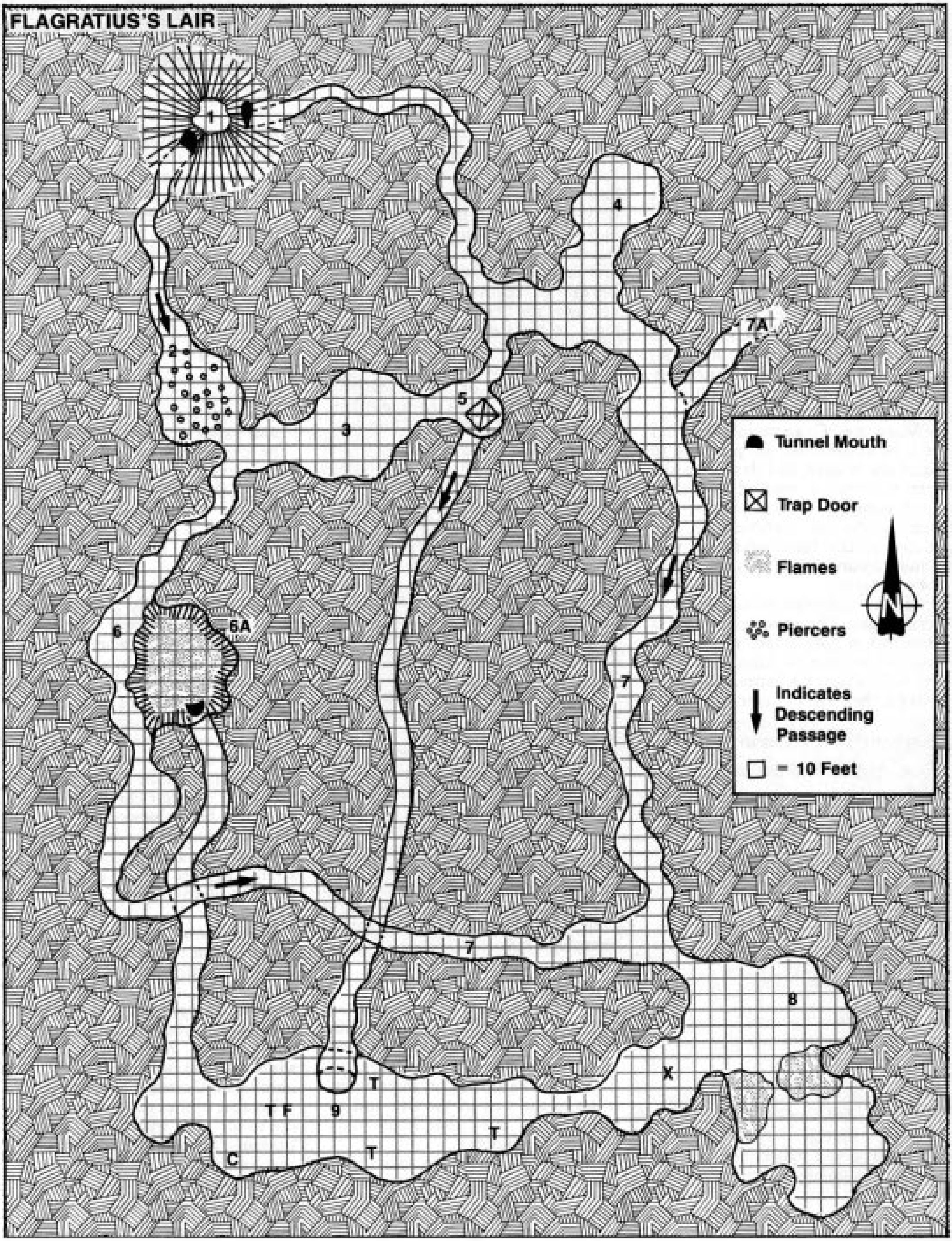
> The volcano has long been dormant, but wisps of steam and sulphur gasses still drift upward from the long shaft. The walls are rough and rocky and very steep. The bottom of the shaft is invisible in the darkness below, but the opening plummets at least 100 feet before lack of light blocks any further inspection.

The shaft actually plummets 300 feet, growing narrower all the way down until it ends when the walls meet in the center. Along the way are two tunnel mouths leading into the mountain. The first of these, leading to area 2, is about halfway down the shaft. The other, to area 4, lies within 10 feet of the bottom.

Though the walls do not make for extremely difficult climbing, characters must have thieving skills, make Climbing checks, or use a rope in order to have a chance of descending safely. They also have to contend with the first of the dragon's minions, a wyvern .

This creature lurks just inside the upper of the two tunnel mouths. It waits until intruders get to within 40 feet or so of its tunnel mouth, and then it emerges, striving to attack characters on the wall with its stinger and its bite. Any character struck while on the wall must make an immediate Dexterity check or fall.

Because of the cramped confines of the tunnel, the wyvern cannot make sustained attacks. Instead, it emerges and attacks immediately, and then soars upward for a round, turns and


FLAGRATIUS'S LAIR
1
2
3
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6A
7
7A
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8
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T
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T
C
X
Tunnel Mouth
Trap Door
Flames
Piercers
Indicates Descending Passage
= 10 Feet
N

dives for another round, and attacks again. Thus, it essentially attacks only one round out of every three.

2. Gorgeous Grotto

> A glittering array of stalactites and stalagmites grace this chamber, which is illuminated by a yellowish phosphorescence emanating from the rocks themselves. In several places the rock formations have met to form giant pillars, but most of the cavern is filled with the pointed columns rising from the floor or hanging from the ceiling like gigantic fangs.

A number of the stalactites on the ceiling are actually piercers, waiting for prey to pass beneath them. They are indistinguishable from real rock formations.

In normal circumstances a piercer surprises its prey 95% of the time. If the characters suspect the existence of these monsters, however, and watch the ceiling as they walk, there is only a 50% chance that a piercer surprises them. In crossing the chamber, each character passes beneath 1d4+1 piercers .

Of course, characters who are looking up cannot watch where they step, which brings us to the second hazard in this grotto-the yellow phosphorescence actually emanates from a magical type of yellow mold. This deadly fungus reacts like normal yellow mold in all respects; the only effect of the magic is the glow that illuminates the chamber. Patches of the mold are all over. There is a 50% chance, per character, that a character steps in yellow mold if he decides to watch the ceiling.

The only exit from this chamber is a secret door that Flagratius ordered a captured stonemason to create for him. It is exactly opposite the entrance, and is opened by twisting a small stalagmite on the floor next to the door.

Characters passing through the door notice a reddish glow down the corridor to their right (area 6) and hear a faint droning or buzzing noise from the chamber to their left (area 3).

3. Beehive

> This chamber has a dank, earthy smell, very unlike the rock passages throughout the rest of the lair. The buzzing sound has ceased, replaced by a much quieter crackling, as if someone is crumpling a sheet of parchment.

If the party has light of 40-foot range or greater, they can see the ceiling of this chamber. (Infravision also enables this.) There they note a number of large, bulb-like objects hanging from the rock itself. The outside of the bulbs seems to be covered with damp mud.

These bulbs are the nests of eight giant wasps, which together with their larvae have claimed this room as their own. The wasps buzz around the chamber when no one is here, but at the first sound of intrusion they retreat to their nests-the cause of the rustling sound as the party enters the room. If the PCs try to pass through the room, the wasps attack them in the center of the chamber.

4. Enchanted Fall

> A brilliant shower of water tumbles across the far wall of this chamber. Hues of orange, red, blue, green-all the colors of the rainbow-pour in a graceful stream across the wall, disappearing through a hole in the floor. The water casts its own illumination, filling the room with light that spills into the corridor beyond.
>
> From a shadowy niche to the right of the fall, a hideous figure moves forward. It is a bulbous floating mass, with a writhing series of tentacles sprouting like an obscene growth of hair atop it. One great, gleaming eye fixes a baleful glare on the entrance to the chamber.

The monster is a gas spore, but it is 90% likely that the thing is mistaken for a beholder. It moves toward the PCs as quickly as it can, for it seeks to touch one of them, sacrificing its life in order to infect that character with its insidious, and potentially fatal, rhizomes.

Any character so infected becomes nauseous and fatigued. All ability scores are reduced to 1/2 of normal, rounded down. If a cure disease spell is not cast upon the character within 24 hours, death results.

If the PCs enter the room, they see, inscribed on the wall behind the gas spore, the words "Flagratius Invitus." This is a password they can use to bypass the iron golem in area 8.

Now the nice part. The waterfall is a fountain of enchanted water with potent magical properties. It has no effect upon living creatures, but has the ability to enchant nonmagical items. If a detect magic spell is used, the fountain radiates powerful magic.

If a mundane weapon, shield, or piece of armor is placed under the water and immersed, it becomes enchanted. Roll 1d10 on the following table to determine the nature of the blessing:

Magic Fountain Effects

D10 Roll	Effect
1-4	+ 1
5-7	+ 2
8-9	+ 3
10	+ 4

If the object immersed is a container of wine, water, or other liquid, the stuff becomes a *potion of healing.* Food of a bread or grain nature becomes enchanted such that it serves as a *potion of* speed, while food of a meat or dairy nature becomes a *potion of invisibility* The latter category includes iron rations.

The fountain has enough enchantment to work on eight different items, with each dose of potion counting as one item.

There is a catch, of course. If an item that is already enchanted is

placed under the fountain, the item explodes and inflicts 3d6 points of damage upon every character within 10 feet, and 1d6 points on every other character in the chamber.

5. Fast Track To Death

A large portion of the floor here has been made into a slide trap. It is sprung by the weight of one or more characters within 5 feet of the middle of the trap.

The trapdoor is in four sections that meet in the middle of the trap. Each of these sections is a triangle 20 feet wide at the outside (hinged) edge of the trap, and 10 feet long from the base of the triangle to the point.

When the trap is sprung, all characters upon it, except those at the outside edge, automatically fall in. Those near the edges are allowed a Dexterity check, modified by the DM for their distance from the center of the trap. Those succeeding manage to grab the edge and hang on, while those failing go down the slide with the rest of the PCs.

The slide itself is a greased shaft that plummets into the heart of the dragon's lair. Characters plopping out the low end find themselves landing in front of the dragon's bed (in area 9), automatically waking him if he should happen to be asleep. Good luck from here on in!

The trap does not get reset for some time after being sprung, so if the players do discover it, and return to the area, the trapdoors are still hanging down. The trap spans the corridor, leaving no space to walk around the edges.

6. Little Flagrantis

A rich crimson glow fills this room and spills along the corridor leading here. The glow brightens and then dies away, only to brighten once again. A wash of warm air floats up the passageway.

The corridor opens into a vast cavern. A passage forms a ledge along the cavern wall, connecting the tunnel to another corridor on the far side. Below, hundreds of feet down a yawning pit, roaring fires bum and a small pond of lava seethes and bubbles. Overhead, a ceiling covered with stalactites flickers in shadow as the fires surge and die.

This chamber is the lair of one of Flagratius's offspring, "little" Flagrantis. This cute tyke is now a average young adult red dragon. Occasionally Flagratius allows his youngster to share in the prey and other spoils of a raid.

Flagrantis

Young adult red dragon

AC: -1
Move: 9" 124"
Hit Dice: 10
hit points: 40
Attacks: 3
Damage/Attack: 1d8/1d8/3d10
Special Attacks: Fiery Breath
Alignment: Chaotic Evil
Size: PDB * (25 ft. long)

* Pretty Darn Big

This one doesn't use magic, but he speaks.

Flagrantis is a foppish young dragon, more concerned with appearances, treasures, and trinkets than he is with combat. In fact, he is a great coward, even for a dragon. He speaks with a lisp, and is very sensitive about this characteristic-if anyone insults him or mocks him he forgets his docile nature and attacks.

He desires, very much, to be king of the mountain, but he knows this will never happen as long as the old man is around. Because of this motivation, he might be willing to help a group of PCs overcome his patriarch, if a plan was presented that offered little risk for Flagrantis and the lion's portion of Flagratius's treasure.

Flagrantis lies on a high ledge, across the cavern from the passageway and well above the ledge. He cannot be seen from the path, unless he raises his head to talk. (In which case only his head is visible). If he is awake, or if intruders make a loud noise and awaken him, he calls attention to himself with a loud "Ahem." He enjoys conversation, and intimidation-he makes all kinds of threats about the fate he will dish out to the characters if they don't help him out. Then he tries to extort cash or treasure from them, in return for their lives.

Play this dragon as a real dandy, not a tough customer like his daddy While the PCs might not be certain this is not Flagratius, Flagrantis's character should certainly make them wonder if they've come to the wrong lair. If any character gets a look at Flagrantis's full length, he realizes for certain that this is not a huge ancient dragon.

If Flagrantis is subdued, bribed, or otherwise coerced into giving information to the PCs, he tells them about the trap at area 5 and the password to neutralize the iron golem in area 8 ("Flagratius Invitus").

Flagrantis has little real treasure of his own, aside from thousands of silver, copper, and gold coins strewn across his ledge. Among the coins are a *bag of holding,* a *figurine of wondrous power* (a serpentine owl), a *ring of fire resistance,* and a *spear* +3.

Near the bottom of the fiery pit, invisible in the flame and smoke unless a character makes a studied attempt to observe down there and passes an Intelligence check (vs. ½ his Intelligence score), is a wide tunnel mouth. This connects to a long passage leading to Flagratius's lair, and serves as his back door and escape hatch in the unlikely event that such a thing ever becomes necessary.

7. Pardon Me

The corridor winds steeply downward, fluctuating in width from 40 feet or more to less than 10 feet wide. The floor is smooth, but the ceiling is marked with occasional stalactites. A dull roaring can be heard in the distance.

Once every turn, an explosion of hot, poisonous gasses erupts from the bowels of the volcano, racing upward along this pair of corridors until it dissipates in area 6 and up the chimney-like shaft of 7A, where it collects in a vast chamber and slowly filters through the rock.

There are no effects from the gas either in area 6 or in area 7A. Nor are these bursts concentrated enough to affect anyone in area 8. Between these areas, however, any characters in the corridors of area 7 feel the brunt of the gas at ten-minute intervals.

To determine when an explosion occurs, roll 1d10 when the PCs first enter the area of effect. That many rounds later, a blast of gas erupts past them. (It is possible for fast-moving parties to pass through the area of effect in less than a turn, and miss the eruption altogether.)

The round before the gas blast, the PCs hear a roaring and rumbling sound, and their ears pop from the suddenly changing air pressure. Any characters with the presence of mind to take a deep breath and hold it avoid the poison gas effects, though all are affected by the heat.

Characters caught in the rush of hot gas suffer 2d6 points of fire damage, although a successful saving throw vs. breath weapon reduces this to half. In addition, characters who have not held their breath inhale the *noxious stuff* and suffer a further 2d6 points of damage. These characters also must *make a* Constitution check. Failure means that they are immobilized by coughing, choking, gagging, and other fun activities for 1d10 rounds.

8. Iron Guardian

> This is a chamber of smoke and fire. Blazing gouts of orange flame erupt from two deep pits, scorching the ceiling and sending clouds of smoke rolling in all directions. A heavy haze lingers in the air, obscuring vision, stinging eyes, and drifting lazily through the thick atmosphere.

During the round before the gas gets sent into area 7, the two pits shown in this room erupt with a solid column of bluish orange flame. Noise roars through the room at this time, and for two rounds afterward smoke fills the air so thickly that visibility is limited to 20 feet.

The room actually consists of three large chambers. One of these is the connecting passage to the rest of the caverns. The second is a dead-end passage, with an approach over a hazardous lo-foot-wide rock bridge. To the left and right of the bridge are yawning chasms filled with bubbling lava and surging gasses, offering certain death to those who fall in.

The third passage from the room is the one that leads to the dragon's lair. Before anyone can pass, however, they must cope with the guardian of this pathway: a massive iron golem (marked with an "X" on the map).

The golem attacks and tries to kill anyone trying to pass it, unless the intruder speaks the passwords: Flagratius Invitus.

9. Lair of The Dragon

> A winding cavern twists back into the darkness. It is huge-the roof is easily 50 or 60 feet above the rough floor. Fiery pits of lava or burning oil seem to be scattered randomly around it, giving the whole place a sinister, fiery glob. Long spires dangle from the ceiling, while others reach upward from the floor.
>
> In the distance, among the shadows, gleams a hint of silver and gold. The floor is rough, and walking isn't easy. On the other hand, many rock formations offer some scant protection and cover.

The chamber of Flagratius is a long cavern, replete with stalactites, stalagmites, and pools of lava. The place is well lit by underground standards, though the niches and alcoves along the walls remain in perpetual shadow.

The floor is indeed quite rough, and characters attempting to remain concealed can move within 70-120 feet of the dragon (marked with the "F" on the map) before being noticed. If Flagratius happens to be asleep, they can get even closer, but have the players roll Dexterity checks as the PCs approach the sleeping dragon. Failure means one stumbles or clanks a weapon or makes some other noise that awakens the dragon.

Also, if the PCs fought the iron golem, Flagratius is awake and alert.

The locations marked "T" on the map are treasure piles. Since Flagratius has assembled such a large horde, he is forced to keep it in several piles. The one next to his bed is the largest, with the others representing the less valuable portions of his holdings.

Characters exploring the treasure pile closest to the cavern entrance can do so without attracting the attention of the dragon. Any attempt to touch the two piles in the middle of the cavern is noticed by Flagratius, however-the clinking of a coin or a shifting pattern of reflection alerts him.

The treasure pile closest to area 8 contains the usual assortment of gold, silver, and steel coins, with perhaps 25,000 stl worth of gems scattered among them. If characters sift through the pile they find a *wand of* frost near the bottom.

The piles in the middle of the room contain similar values in coins and gems. The one to the north also contains a *polymorph self* potion, while to the south PCs can find a *potion of speed.* Each bottle has two doses, but remember that any attempt to disturb these piles is noticed by Flagratius.

If Flagratius has a living captive in here, she is in the cage marked "C."

The great pile of treasure beneath the dragon contains 100,000 stl value in coins, with a total of over 500,000 silver, copper, and steel coins. (That's about 25 tons). There's another 50,000 stl in gems, and the following magical items: a *medallion of ESP* a *long sword of defending +4*, a *staff-of power*, a *ring of protection +3*, a clerical scroll of *heal, true seeing, Lower water, cure critical wounds,* and *regeneration* .

Combined Monster Statistics Chart

Name	AC	MV	HD	hp	#AT	DMG	SA	SD	AL	THAC0	BOOK
Ant Lion	2	9″[1″]	8	43	1	5d4	Y	N	N	12	MMII-10
Banshee	0	15″	7	39	1	1d8	Y	Y	C E	13	MMI-50
Basidirond	4	6″	5 + 5	32	1	2d4	Y	Y	N(E)	13	MMII-15
Basilisk	4	6″	6 + 1	31	1	1d10	Gaze	N	N	13	MMI-8
Bat	8	24″	¼	2	1	1	N	N	N	20	MMII-15
Bear, Grizzly	6	12″	5 + 5	35	3	1d6/1d6/1d8	Hug	N	N	13	MMI-9
Bee	6	9″/30″	3 + 1	10	1	1d3 + poison	N	N	N	16	MMII-17
Beetle, Death Watch	3	12″	9″	50	1	3d4	Y	Y	N	12	MMII-17
Slicer	3	6″	6	3 6	1	2d8	Y	N	N	13	MMII-17
Beholder	0/2/7	3″	10	60	1	2d4	Y	Y	LE	10	MMI-10
Bully (Carlotti. etc.)	9	12″	2	8	1	1d4	N	N	N	20	MMI-69
Carrion Crawler	3/7	12″	3 + 1	14	8	Paralysis	N	N	N	16	MMI-13
Choke Creeper	615	½ ″	25	100	2 or 6	1d4	Y	Y	N	7	MMII-25
Coati	8	9″	1	3	1	1	N	N	N	20	—
Cockatrice	6	6″/18″	5	30	1	1d3	Y	N	N	15	MMI-15
Crypt Thing	3	12″	6	4 1	1	1d8	Y	Y	N	13	FF-21
Disenchanter	5	12″	5	30	1	Spc	Y	Y	N	15	FF27
Displacer Beast	4	15″	6	36	2	2d4/2d4	N	Y	N	13	MMI-28
Dopplegangers	5	9 ″	4	24	1	1d12	Y	Y	N	15	MMI-29
Dracolisk	3	9″/15″	7 + 3	48	3	1d6/1d6/3d4	Y	N	CE	13	MMII-55
Draconian											
Aurak	0	15″	8	50	2 o r 1	1d8+2(x2)	Spell	+4 Save	LE	12	DL14-15
Baaz	4	6″/[15″]/18″	2	1 2	2 o r 1	1d4 or weap.	N	N	LE(C)	16	DL14-16
Bozak	2	6″[15″]/18″	4	24	2 or 1	1d4 or weap.	Spell	+2 Save	L E	15	DL14-16
Kapak	4	6″/[15″]/18″	3	18	1	1d4	Poison	Acid	L E	16	DL14-16
Sivak	1	6″/[15″]/18″	6	31	3	1d6/1d6/2d6	N	+2 Save	N E	13	DL14-15
Drelbs	2	6″	5 + 3	29	1	3d4	Y	Y	N(E)	15	MMII-60
Eagle, Golden	7	3″/48″	4	25	3	1d6/1d6/2d6	Dive	Y	N	16	MMI-36
Eel, Giant	6	9″	5	30	1	3d6	N	N	N	15	MMI-36
Elemental, Fire	2	12″	16	100	1	3d8	Y	Y	N	7	MMI-38
Eye of Fear and Flame	2	9″	12	80	Nil	Nil	Y	Y	CE	Nil	FF-35
Gambado	6	12″	4	20	3	1d8/1d4/1d4	N	N	CN	15	FF-41
Gas Spore	9	3″	–	1	1	Special	Y	Y	N	Nil	MMI-42
Ghast	4	15″	4	22	3	1d4/1d4/1d8	Y	Y	CE	15	MMI-43
Ghost	0/8	9″	10	52	1	Age 10-40 yrs	Y	Y	LE	10	MMI-43
Ghoul	6	9″	2	10	3	1d3/1d3/1d6	Paralysis	Y	CE	16	MMI-43
Ghoul, Sheet	2	9″	4 + 2	28	3	1d3/1d3/1d6	Y	Y	CE	15	FF-78
Giant, Fog	1	15″	14	100	1	4d6	Y	Y	N	8	FF-42
Goat, Mountain	7	15″	1 + 2	6	1	1d3	Charge	N	N	18	MMII-70
Goldbug	9	1″	1	3	1	1d4	Y	N	N	19	FF-46
Golem, Flesh	9	8″	8	40	2	2d8/2d8	Y	Y	N	12	MMI-48
Golem, Iron	3	6″	16	80	1	4d10	Y	Y	N	7	MM-48
Gorgon	2	12″	8	48	1	2d6	Y	N	N	12	MMI-49
Gray Ooze	8	1	3 + 3	19	1	2d8	Y	Y	N	16	MMI-49
Green Slime	9	0″	2	12	Nil	Nil	N	Nil	N	—	MMI-49
Grisling	9	12″	7	35	1	1d4 or spell	Spell	Y	N	16	PH-20

Combined Monster Statistics Chart

Name	AC	MV	HD	hp	#AT	DMG	SA	SD	AL	THAC0	BOOK
Guardian Daemon	1	9″	8	50	3	1d6/1d12/1d12	Y	Y	N	12	FF-49
Haunt	0	6″	6	45	31	-2 Dex	Y	Y	Any	13	MMII- 74
Hellhound	4	12″	6	35	1	1d10	Y	Y	LE	13	MMI-51
Hobgoblin	5	9″	1 + 1	6	1	1d8	N	N	LE	18	MMI-52
Leader	3	9″	2 + 2	13	1	1d8	N	N	LE	16	MMI-52
Huecuva	3	9″	2	10	1	1d6	Disease	Y	CE	16	FF-51
Human											
Fisherman	9	12″	1	4	1	1d4	N	N	N	20	MMI-69
Pirate	8	12″	2	8	1	1d6	N	N	N	20	MMI-67
Shepherd	9	12″	1	4	1	1d4	N	N	N	20	MMI-69
Slave	10	12″	1	4	1	1d2	N	N	N	20	MMI-69
Hydra	5	9″	5	40	5	1d6	N	N	N	15	MMI-53
Invisible Stalker	3	12″	8	46	1	4d4	Y	Y	N	12	MMI-55
Kyrie	5	6″/18″	4	25	1	1d6 or 1d8	Spell	N	N	15	WoK-7
Lacedon	2	9″	2	13	3	1d3/1d3/1d6	Paralysis	Y	CE	16	MMI-43
Lamia	3	24″	9	60	1	1d4	Spell	N	CE	12	MMI-59
Lizard Man	5	6″	2 + 1	12	3	1d2/1d2/1d8	Y	N	N	16	MMI-62
Magpie (Aghar)	7	12″	2	7	2	1d4	N	Y	CN	16	DL14-17
Manticore	4	12″/18″	6 + 3	39	3	1d3/1d3/1d8	N	N	LE	13	MMI-65
Medusa	5	9″	6	40	1	1d4	Gaze	N	LE	13	MMI-66
Minotaur	6	12″	6 + 3	38	2	Weapon/2d4 or 1d4	N	Y	CE	13	MMI-71
Elite	3	9″	6 + 3	51	2	Weapon/2d6 or 1d8	N	Y	CE	12	MMI-71
Guard	5	12″	6 + 3	43	2	Weapon/2d4 or 1d6	N	Y	CE	13	MMI-71
Shaman	6	12″	6 + 3	34	2	2d4 or 1d4/1d10 + 1	Spell	N	CE	13	MMI-71
Missiva	10	12″		9	1	by weapon	Backstab	N	NC	20	PH-27
Mobat	7/10	3″/15″	6	34	1	2d4	Y	Y	N(E)	13	MMII-15
Mold, Yellow	9	0″	Nil	Nil	1	1d8	Y		N	Nil	MMI-71
Mountain Lion	6	15″	3 + 1	20	3	1d3/1d3/1d6	Claws	Y	N	16	MMI-61
Mummy	3	6″	6 + 3	35	1	1d12	Fear	Y	LE	13	MMI-72
Naga, Spirit	4	12″	10	60	1	1d3	Spell	N	CE	10	MMI-72
Necrophidius	2	9″	2	12	1	1d8	Paralysis	Y	N	16	FF-67
Nightmare	- 4	15″/36″	6 + 6	40	3	2d4/2d4+2/2d4+2	Y	Y	N(E)	13	MMI-74
Obliviax	10	Nil	¼	2	Nil	Nil	Y	Y	NE	Nil	MMII-96
Ogre	5	9″	4 + 1	25	1	1d10	N	N	CE	15	MMI-75
Opossum	7	3″	2	6	1	1d3	Y	N	N	16	-
Otyugh	3	6″	8	37	1	1d8/1ds/1d4+1	Y	Y	N	12	MMI-77
Penanggalan	10/8	12″/12″	9 + 21 or 4	71 or 20	1	1d6+2 or 1d6	Y	Y	LE	8	FF-71
Piercer	3	1″	3	14	1	3d6	Y	N	N	16	MMI-78
Porcupine	6	3″	2	6	5	1d4 (quills)	N	N	N	16	-
Pudding, Black	6	6″	10	60	5	3d8	Y	Y	N	10	MMI-10
Brown	5	6″	11	70	1	5d4	Y	Y	N	10	MMII-102
White	8	9″	9	57	1	4d8	Y	Y	N	12	MMII-102

Combined Monster Statistics Chart

Name	AC	MV	HD	hp	#AT	DMG	SA	SD	AL	THAC0	BOOK
Quasi-Elem.											
Lightning	2	18″	9	55	1	1d6+9	Y	Y	N	12	MMII-103
Rust Monster	2	18″	5	25	2	Nil	Y	N	N	15	MMI-83
Sandman	3	9″	4	24	Nil	Nil	Sleep	Y	N(E)	Nil	FF-77
Scrag	2	3″//12″	6+12	45	3	1d4/1d4/1d8+8	Y	Regen	CE	12	MMII-121
Sea Dragon	0	3″//19″	12	60	3	1d12/1d12/3d12	Y	N	N	9	FF-28
Shadow	7	12″	3+3	19	1	1d4+1	Y	Y	CE	16	MMI-86
Sheet Phantom	3	6″	3	1 5	1	1d4	Y	N	CE	16	FF-78
Skeletal Warrior	2	2	9+6	60	2	1d8+6	Y	Y	NE	10	WoK-Var.
Skeleton	7	12″	1	5	1	1d6	N	Y	N	19	MMI-87
Slime, Olive	9	0″	2+2	12	Nil	Nil	Y	Y	N	Nil	MMII-110
Son of Kyuss	10	9″	4	22	1	1d8	Y	Y	CE	15	FF-83
Spectre	2	15″/30″	7+3	39	1	1d8	Y	Y	LE	13	MMI-89
Storoper	0	1″	6	31	1	1d10	Y	Y	CE	13	MMII-115
Stunjelly	8	3″	4	23	1	1d8	Y	N	N	15	FF-84
Sussurus	4	15″	8	50	2	1d8/1d8	Y	Y	N	12	FF-84
Symbiotic Jelly	8	1″	66	10	Nil	Nil	Y	Y	N	Nil	FF-85
Tarrasque	- 3	9″	6 0	300	6	1d12/1d12/2d12/5d10/ 1d10/1d10	Y	Y	N	7	MMII-117
Tentamorts	3/1	1″	8	8	2	1d6/1d6	Y	N	N	12	FF-86
Trapper	3	3″	12	62	4 +	4 + A C	Y	Y	N	9	MMI-95
Troglodyte	5	12″	2	12	3	1d3/1d3/1d4+1	Y	Y	CE	16	MMI-97
Troll	4	12″	6+6	39	3	2d6/1d4+4/1d4+4	Y	Y	CE	13	MMI-97
Vampire	1	12″/18″	8+3	50	1	1d6+4	Y	Y	CE	12	MMI-99
Vargouille	8	/12″	1+1	6	1	1d4	Y	N	NE	18	MMII-123
'Waries	6	15″	3	1 4	1	1d10+2	N	N	N	16	WoK-38
Wasp, Giant	4	6″/21″	4	20	2	2d4/1d4	Poison	N	N	15	MMI-99
Weasel, Giant	6	15″	3+3	18	1	2d6	Drain	N	N	16	MMI-100
Werebear	2	9″	7+3	37	3	1d3/1d3/2d4	Y	Y	CG	13	MMI-63
Wereboar	4	12″	5+2	25	1	2d6	N	Y	N	15	MMI-63
Wererat	6	12″	3+1	16	1	1d8	Y	Y	LE	16	MM-63
Weretiger	3	12″	6+2	31	3	1d4/1d4/1d12	Y	Y	N	13	MMI-63
Werewolf	5	15″	4+3	25	1	2d4	Y	[illegible]	C E	15	MMI-63
Wight	5	12″	4+3	21	1	1d4	Y	Y	LE	15	MMI-100
Wolf	7	18″	2+2	11	1	1d4+1	N	N	N	16	MMI-101
Dire (Worg)	6	18″	4+4	24	1	2d4	N	N	CE	15	MMI-101
Wraith	4	12″/24″	5+3	26	1	1d6	Y	Y	LE	15	MMI-102
Wyvern	3	6″/24″	7+7	40	2	2d8/1d6	Poison	N	N (E)	12	MMI-102
Yellow Musk Creeper	7	0″	3	15	2d6	Special	N	N	N	16	FF-97
Yeti	6	15″	4+4	27	2	1d6/1d6	Squeeze	Y	N	15	MMI-103
Zombie	8	6″	2	8	1	1d8	N	N	N	16	MMI-103
Juju	6	9″	3+12	27	1	3d4	Y	y	N(E)	13	MMII-131
Monster	6	9″	6	29	1	4d4	N	Y	N	13	MMII-131

Book Abbreviations: FF = *FIEND FOLIO*® Tome; MMI = *Monster Manual;* MMII = *Monster Manual II;* PH = *Player's Handbook;* WoK = *World of Krynn.*

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